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# **1 基本概念**

This section provides definitions for the specific terminology and the concepts used when describing the C++ programming language.

A C++ program is a sequence of text files (typically header and source files) that contain declarations. They undergo translation to become an executable program, which is executed when the OS calls its main function.

Certain words in a C++ program have special meaning, and these are known as keywords. Others can be used as identifiers. Comments are ignored during translation. Certain characters in the program have to be represented with escape sequences.

The entities of a C++ program are values, objects, references, functions, enumerators, types, class members, templates, template specializations, namespaces, parameter packs, and the “this” pointer. Preprocessor macros are not C++ entities.

Entities are introduced by declarations, which associate them with names and define their properties. The declarations that define all properties required to use an entity are definitions. A program must contain only one definition of any non-inline function or variable that is odr-used.

Definitions of functions include sequences of statements, some of which include expressions, which specify the computations to be performed by the program.

Names encountered in a program are associated with the declarations that introduced them using name lookup. Each name is only valid within a part of the program called its scope. Some names have linkage which makes them refer to the same entities when they appear in different scopes or translation units.

Each object, reference, function, expression in C++ is associated with a type, which may be fundamental, compound, or user-defined, complete or incomplete, etc.

Named objects and named references to objects are known as variables.

## **1.1 注释**

Comments serve as a sort of in-code documentation. When inserted into a program, they are effectively ignored by the compiler; they are solely intended to be used as notes by the humans that read source code. Although specific documentation is not part of the C++ standard, several utilities exist that parse comments with different documentation formats.

### **1.1.1 语法**

/\* 注释内容 \*/ (1)

// 注释内容 \n (2)

* （1）常被称为"C-风格"或多行注释。
* （2）常被称为"C++-风格"或单行注释。

所有的注释都会在转译[阶段3](#_1.10.3_阶段3)时被移除，取而代之的是一个空白字符。

### **1.1.2 C风格**

C-style comments are usually used to comment large blocks of text, however, they can be used to comment single lines. To insert a C-style comment, simply surround text with /\* and \*/; this will cause the contents of the comment to be ignored by the compiler. Although it is not part of the C++ standard, /\*\* and \*/ are often used to indicate documentation blocks; this is legal because the second asterisk is simply treated as part of the comment. C-style comments cannot be nested.

### **1.1.3 C++风格**

C++-style comments are usually used to comment single lines, however, multiple C++-style comments can be placed together to form multi-line comments. C++-style comments tell the compiler to ignore all content between // and a new line.

### **1.1.4 注意**

Because comments are removed before the preprocessor stage, a macro cannot be used to form a comment and an unterminated C-style comment doesn't spill over from an #include'd file.

Besides commenting out, other mechanisms used for source code exclusion are

#if 0

std::cout << "this will not be executed or even compiled\n";

#endif

and

if(false) {

std::cout << "this will not be executed\n"

}

## **1.2 ASCII表**

The following chart contains all 128 ASCII decimal (dec), octal (oct), hexadecimal (hex) and character (ch) codes. The default is none.

## **1.3 名称和标识符**

### **1.3.1 标识符**

标识符由数字，下划线，小写字母和大写字母，和大部分的Unicode字符（详细参见如下）。合法的标识符不能以数字开头 ，而是以拉丁字母，下划线，或者Unicode编码的非数字字母开始。标识符是大小写敏感的，小写标识符和大写标识符是不同的。

注意：C++语法在形式上要求使用\u或\U转义Unicode字符，但是由于[转译阶段1](#_1.10.1_阶段1)，源代码中的原始unicode字符将呈现给编译器。还要注意，这个特征的支持可能是有限的，例如，[gcc](https://gcc.gnu.org/wiki/FAQ#What_is_the_status_of_adding_the_UTF-8_support_for_identifier_names_in_GCC.3F)。

#### 1.3.1.1 声明

标识符可用于命名对象，引用，函数，枚举器，类型，类成员，命名空间，模板，模板特化，参数包，goto标签和其它实体，但以下情况除外：

* 作为关键字的标识符不能用于其他用途；
* 带有双下划线的标识符保留；
* 以下划线和大写字母开头的标识符被保留；
* 以下划线开头的标识符保留在全局名称空间中。

"Reserved" here means that the standard library headers #define or declare such identifiers for their internal needs, the compiler may predefine non-standard identifiers of that kind, and that name mangling algorithm may assume that some of these identifiers are not in use. If the programmer uses such identifiers, the behavior is undefined.

“保留”在这里的意思是，因为它们内部需要，标准库头文件#define或者声明这样的标识符，编译器可以预先定义非标准类型的标识符，并且该名称矫直算法可以假定这些标识符中的一些未被使用。 如果程序员使用这样的标识符，则行为是未定义的。

另外，#define或#undef和关键字相同的名称是未定义的行为。如果包含了至少一个标准库头文件，#define或#undef和声明在标准库头文件里的名称相同的标识符是未定义的行为。

#### 1.3.1.2 表达式

一个命名变量、函数、概念的特化（C++20之后）、或枚举器的标识符可以被用作表达式。仅由标识符构成的表达式返回该标识符命名的实体。如果该标识符命名了函数、变量、或数据成员，那么表达式的值类别就是左值-lvalue，否则就是纯右值（prvalue）（例如，枚举器就是纯右值表达式，概念的特化是bool prvalue（C++20之后））。

在非静态成员函数体内，每一个非静态成员的标识符都会隐式地转化成类成员访问表达式，this->member。

#### 1.3.1.3 未限定标识符

除了适当声明的标识符外，以下内容还可以以相同角色用于表达式中：

* 函数表达式里的重载运算符，如***operator*+** 或 ***operator* new**；
* 用户定义的转换函数名称，诸如***operator bool***；
* 用户定义的文字操作符名称，诸如***operator "" \_km***；
* 带有参数列表的模板名称，诸如***MyTemplate<int>***；
* 字符“~”紧跟类名称，诸如***~MyClass***；
* 字符“~”紧跟[decltype](#_5.11_decltype-auto)说明符，诸如***~decltype(str).***

它们和标识符一起被称为非限定标识符表达式（unqualified id-expressions）。

#### 1.3.1.4 限定标识符

一个限定标识符表达式是在非限定标识符的前面加上作用域解析符：：，通过作用域解析符把其与枚举序列，类或命名空间名称或decltype表达式（C++11）分开。例如，表达式std::string::npos在命名空间std的类string中命名了静态成员npos的表达式。表达式::tolower在全局命名空间中命名了函数tolower。表达式::std::cout在命名空间std中命名了全局变量cout。表达式boost::signals2::connection在命名空间boost声明的signals2命名空间中命名了类型connection。

根据需要，关键字模板可能会出现在限定标识符中以区分依赖的模板名称。

对于限定标识符的名称查找的详细信息，请参阅[限定查找](#_1.7_名称查找)。

### **1.3.2 名称**

名称包含以下几种情况，每一种情况必与一个实体或者标签相关联：

* 标识符；
* 函数表达式里的重载运算符的名称 (例如operator+, operator new)；
* 用户自定义的转换函数 (operator bool)；
* 用户定义的文字操作符名称(operator "" \_km)；
* 后跟参数列表的模板名称 (MyTemplate<int>)。

程序中每一个能够表示实体（entity）的名称，都是通过声明引入程序的。表示标签的每一个名称都是通过goto语句或者标签语句引入的。在多个翻译单元中使用的名称可以指相同或不同的实体，这取决于[链接](#_5.7_存储周期和链接)。

当编译器在程序中遇到一个未知的名字时，除了模板声明和定义中的依赖名称之外，它将该未知的名称与通过[名称查找](#_1.7_名称查找)引入的声明关联起来。（对于这些名称，由编译器确定它们是类型，模板，还是其它实体，这可能需要严格的消除歧义）。

## **1.4 Types - Fundamental types**

Objects, references, functions including function template specializations, and expressions have a property called type, which both restricts the operations that are permitted for those entities and provides semantic meaning to the otherwise generic sequences of bits.

### **1.4.1 Type classification**

The C++ type system consists of the following types:

* fundamental types (see also std::is\_fundamental):
* the type void (see also std::is\_void);
* the type std::nullptr\_t (since C++11) (see also std::is\_null\_pointer);
* arithmetic types (see also std::is\_arithmetic):
* floating-point types (float, double, long double) (see also std::is\_floating\_point);
* integral types (see also std::is\_integral):
* the type bool;
* character types:
* narrow character types (char, signed char, unsigned char);
* wide character types (char16\_t, char32\_t, wchar\_t);
* signed integer types (short int, int, long int, long long int);
* unsigned integer types (unsigned short int, unsigned int, unsigned long int, unsigned long long int);
* compound types (see also std::is\_compound):
* reference types (see also std::is\_reference):
  + lvalue reference types (see also std::is\_lvalue\_reference):
    - lvalue reference to object types;
    - lvalue reference to function types;
* rvalue reference types (see also std::is\_rvalue\_reference):
* rvalue reference to object types;
* rvalue reference to function types;
* pointer types (see also std::is\_pointer):
* pointer to object types;
* pointer to function types;
* pointer to member types (see also std::is\_member\_pointer):
* pointer to data member types (see also std::is\_member\_object\_pointer);
* pointer to member function types (see also std::is\_member\_function\_pointer);
* array types (see also std::is\_array);
* function types (see also std::is\_function);
* enumeration types (see also std::is\_enum);
* class types:
* non-union types (see also std::is\_class);
* union types (see also std::is\_union).

For every type other than reference and function, the type system supports three additional cv-qualified versions of that type (const, volatile, and const volatile).

Types are grouped in various categories based on their properties:

* object type is a (possibly cv-qualified) type that is not a function type, not a reference type, and not void type (see also ***std::is\_object***);
* scalar types are (possibly cv-qualified) arithmetic, pointer, pointer to member, enumeration, and std::nullptr\_t types (see also std::is\_scalar);
* trivial types (see also std::is\_trivial), POD types (see also std::is\_pod), literal types (see also std::is\_literal\_type), and other categories listed in the the type traits library or as named type requirements.

### **1.4.2 Type naming**

A name can be declared to refer to a type by means of:

* class declaration;
* enum declaration;
* typedef declaration;
* type alias declaration.

Types that do not have names often need to be referred to in C++ programs; the syntax for that is known as type-id. The syntax of the type-id that names type T is exactly the syntax of a declaration of a variable or function of type T, with the identifier omitted, except that decl-specifier-seq of the declaration grammar is constrained to type-specifier-seq, and that new types may be defined only if the type-id appears on the right-hand side of a non-template type alias declaration.

int\* p; // 指向整数的指针声明

static\_cast<int\*>(p); // type-id是"int\*"

int a[3]; // 三个int型元素的数组

new int[3]; // type-id是"int[3]" (called new-type-id)

int (\*(\*x[2])())[3]; // 2个指向函数的指针元素的数组

// 返回指向3个int元素的数组

new (int (\*(\*[2])())[3]); // type-id是"int (\*(\*[2])())[3]"

void f(int); // 函数的声明，形参为int，返回值类型为void

std::function<void(int)> x = f; // 类型模板参数是type-id "void(int)"

std::function<auto(int) -> void> y = f; // same

std::vector<int> v; // declaration of a vector of int

sizeof(std::vector<int>); // type-id is "std::vector<int>"

struct { int x; } b; // creates a new type and declares an object b of that type

sizeof(struct{ int x; }); // error: cannot define new types in a sizeof expression

using t = struct { int x; }; // creates a new type and declares t as an alias of that type

sizeof(static int); // error: storage class specifiers not part of type-specifier-seq

std::function<inline void(int)> f; // error: neither are function specifiers

The declarator part of the declaration grammar with the name removed is referred to as abstract-declarator.

Type-id may be used in the following situations:

* to specify the target type in cast expressions;
* as arguments to sizeof, alignof, alignas, new, and typeid;
* on the right-hand side of a type alias declaration;
* as the trailing return type of a function declaration;
* as the default argument of a template type parameter;
* as the template argument for a template type parameter;
* in dynamic exception specification.

Type-id can be used with some modifications in the following situations:

* in the parameter list of a function (when the parameter name is omitted), type-id uses decl-specifier-seq instead of type-specifier-seq (in particular, some storage class specifiers are allowed);
* in the name of a user-defined conversion function, the abstract declarator cannot include function or array operators.

This section is incomplete

Reason: 8.2[dcl.ambig.res] if it can be compactly summarized

This section is incomplete

Reason: mention and link to decltype and auto

### **1.4.3 Elaborated type specifier**

Elaborated type specifiers may be used to refer to a previously-declared class name (class, struct, or union) or to a previously-declared enum name even if the name was hidden by a non-type declaration. They may also be used to declare new class names.

See elaborated type specifier for details.

### **1.4.4 Static type**

The type of an expression that results from the compile-time analysis of the program is known as the static type of the expression. The static type does not change while the program is executing.

### **1.4.5 Dynamic type**

If some glvalue expression refers to a polymorphic object, the type of its most derived object is known as the dynamic type.

// given

struct B { virtual ~B() {} }; // 多态类型

struct D: B {}; // 多态类型

D d; // 最底层的对象（most-derived object）

B\* ptr = &d;

// the static type of (\*ptr) is B

// the dynamic type of (\*ptr) is D

For prvalue expressions, the dynamic type is always the same as the static type.

### **1.4.6 Incomplete type**

The following types are incomplete types:

* the type void (possibly cv-qualified);
* class type that has been declared (e.g. by forward declaration) but not defined;
* array of unknown bound;
* array of elements of incomplete type;
* enumeration type from the point of declaration until its underlying type is determined.

Any of the following contexts requires class T to be complete:

* definition or function call to a function with return type T or argument type T;
* definition of an object of type T;
* declaration of a non-static class data member of type T;
* new-expression for an object of type T or an array whose element type is T;
* lvalue-to-rvalue conversion applied to a glvalue of type T;
* an implicit or explicit conversion to type T;
* a standard conversion, dynamic\_cast, or static\_cast to type T\* or T&, except when converting from the null pointer constant or from a pointer to void;
* class member access operator applied to an expression of type T;
* typeid, sizeof, or alignof operator applied to type T;
* arithmetic operator applied to a pointer to T;
* definition of a class with base class T;
* assignment to an lvalue of type T;
* a catch-clause for an exception of type T, T&, or T\*.

(In general, when the size and layout of T must be known.)

If any of these situations occur in a translation unit, the definition of the type must appear in the same translation unit. Otherwise, it is not required.

This section is incomplete

Reason: rules for completing the incomplete types from §3.9[basic.types]/6

1.4.7 Fundamental types

(See also type for type system overview and **the list of type-related utilities** that are provided by the C++ library)

1.4.7.1 void type

void - type with an empty set of values. It is an incomplete type that cannot be completed (consequently, objects of type void are disallowed). There are no arrays of void, nor references to void. However, pointers to void and functions returning type void (procedures in other languages) are permitted.

std::nullptr\_t

Defined in header <cstddef>

typedef decltype(nullptr) nullptr\_t; (since C++11)

std::nullptr\_t is the type of the null pointer literal, nullptr. It is a distinct type that is not itself a pointer type or a pointer to member type.

1.4.7.2 Boolean type

bool - type, capable of holding one of the two values: true or false. The value of sizeof(bool) is implementation defined and might differ from 1.

1.4.7.3 Character types

signed char - type for signed character representation.

unsigned char - type for unsigned character representation. Also used to inspect object representations (raw memory).

char - type for character representation which can be most efficiently processed on the target system (has the same representation and alignment as either signed char or unsigned char, but is always a distinct type). Multibyte characters strings use this type to represent code units. The character types are large enough to represent any UTF-8 code unit (since C++14). The signedness of char depends on the compiler and the target platform: the defaults for ARM and PowerPC are typically unsigned, the defaults for x86 and x64 are typically signed.

wchar\_t - type for wide character representation (see wide strings). Required to be large enough to represent any supported character code point (32 bits on systems that support Unicode. A notable exception is Windows, where wchar\_t is 16 bits and holds UTF-16 code units) It has the same size, signedness, and alignment as one of the integer types, but is a distinct type.

char16\_t - type for UTF-16 character representation, required to be large enough to represent any UTF-16 code unit (16 bits). It has the same size, signedness, and alignment as std::uint\_least16\_t, but is a distinct type. (since C++11)

char32\_t - type for UTF-32 character representation, required to be large enough to represent any UTF-32 code unit (32 bits). It has the same size, signedness, and alignment as std::uint\_least32\_t, but is a distinct type. (since C++11)

1.4.7.3 Integer types

int - basic integer type. The keyword int may be omitted if any of the modifiers listed below are used. If no length modifiers are present, it's guaranteed to have a width of at least 16 bits. However, on 32/64 bit systems it is almost exclusively guaranteed to have width of at least 32 bits (see below).

1.4.7.4 Modifiers

Modifies the integer type. Can be mixed in any order. Only one of each group can be present in type name.

1.4.7.5 Signedness

signed - target type will have signed representation (this is the default if omitted)

unsigned - target type will have unsigned representation

1.4.7.6 Size

short - target type will be optimized for space and will have width of at least 16 bits.

long - target type will have width of at least 32 bits.

long long - target type will have width of at least 64 bits.(since C++11)

Note: as with all type specifiers, any order is permitted: unsigned long long int and long int unsigned long name the same type.

Properties

The following table summarizes all available integer types and their properties:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Type specifier | Equivalent type | Width in bits by data model | | | | |
| C++ standard | LP32 | ILP32 | LLP64 | LP64 |
| short | short int | at least 16 | 16 | 16 | 16 | 16 |
| short int |
| signed short |
| signed short int |
| unsigned short | unsigned short int |
| unsigned short int |
| int | int | at least 16 | 16 | 32 | 32 | 32 |
| signed |
| signed int |
| unsigned | unsigned int |
| unsigned int |
| long | long int | at least 32 | 32 | 32 | 32 | 64 |
| long int |
| signed long |
| signed long int |
| unsigned long | unsigned long int |
| unsigned long int |
| long long | long long int  (C++11) | at least 64 | 64 | 64 | 64 | 64 |
| long long int |
| signed long long |
| signed long long int |
| unsigned long long | unsigned long long int(C++11) |
| unsigned long long int |

Besides the minimal bit counts, the C++ Standard guarantees that

1 == sizeof(char) <= sizeof(short) <= sizeof(int) <= sizeof(long) <= sizeof(long long)

Note: this allows the extreme case in which bytes are sized 64 bits, all types (including char) are 64 bits wide, and sizeof returns 1 for every type.

Note: integer arithmetic is defined differently for the signed and unsigned integer types. See arithmetic operators, in particular integer overflows.

1.4.7.7 Data models

The choices made by each implementation about the sizes of the fundamental types are collectively known as data model. Four data models found wide acceptance:

32 bit systems:

* LP32 or 2/4/4 (int is 16-bit, long and pointer are 32-bit)
* Win16 API
* ILP32 or 4/4/4 (int, long, and pointer are 32-bit);
* Win32 API
* Unix and Unix-like systems (Linux, Mac OS X)

64 bit systems:

* LLP64 or 4/4/8 (int and long are 32-bit, pointer is 64-bit)
* Win64 API
* LP64 or 4/8/8 (int is 32-bit, long and pointer are 64-bit)
* Unix and Unix-like systems (Linux, Mac OS X)

Other models are very rare. For example, ILP64 (8/8/8: int, long, and pointer are 64-bit) only appeared in some early 64-bit Unix systems (e.g. Unicos on Cray).

## **1.5 对象-作用域-声明周期**

### **1.5.1** **对象**

对象就是C++程序创建，销毁，引用，访问和控制的对象。

C++中的对象就是一块存储区域，具有：

* 大小（可以用sizeof确定大小）；
* 对齐要求(可以用alignof来确定)；
* [存储周期](#_5.7_存储周期和链接) (automatic, static, dynamic, thread-local)；
* 生命周期 (由存储周期和临时类型限制)；
* 类型；
* 值 (这可能是不确定的，例如，被默认初始化的非类类型)；
* 名称（可选）。

下面的实体不是对象：值，引用，函数，枚举器，类型，非静态类成员，位域，模板，类或函数模板特化，命名空间，参数包以及this指针。

变量是一个对象或声明引入的非静态数据成员的引用。。

Objects are created by definitions, new-expressions, throw-expressions, when changing the active member of a union, and where temporary objects are required.

对象由定义，new，throw，更改联合的活动成员以及需要临时对象的位置创建。

**1.5.1.1 对象存储和值表示**

For an object of type T, object representation is the sequence of sizeof(T) objects of type unsigned char (or, equivalently, std::byte) beginning at the same address as the T object.

对于类型为T的对象，对象表示形式是从与T对象相同的地址开始的unsigned char类型的sizeof（T）对象的序列（或者等价地，std :: byte）。

The value representation of an object is the set of bits that hold the value of its type T.

For TriviallyCopyable types, value representation is a part of the object representation, which means that copying the bytes occupied by the object in the storage is sufficient to produce another object with the same value (except if the value is a trap representation[[1]](#footnote-1) of its type and loading it into the CPU raises a hardware exception, such as SNaN ("signalling not-a-number") floating-point values or NaT ("not-a-thing") integers).

The reverse is not necessarily true: two objects of TriviallyCopyable type with different object representations may represent the same value. For example, multiple floating-point bit patterns represent the same special value NaN. More commonly, some bits of the object representation may not participate in the value representation at all; such bits may be padding introduced to satisfy alignment requirements, bit field sizes, etc.

#include <cassert>

struct S {

char c; // 1 个字节

// 3 个字节填充

float f; // 4 字节值

bool operator==(const S& arg) const { // 基于值的相等

return c == arg.c && f == arg.f;

}

};

assert(sizeof(S) == 8);

S s1 = {'a', 3.14};

S s2 = s1;

reinterpret\_cast<char\*>(&s1)[2] = 'b'; // 改变第2个字节

assert(s1 == s2); // 值没有改变

对于char，signed char和unsigned char类型的对象（除非它们是过大的位域），对象存储的每一位都需要参与值表示，并且每个可能的位组合表示一个不同的值（无填充，陷阱位或允许多重表示）。

**1.5.1.2 子对象**

一个对象可以包含其它对象，称之为子对象。包括：

* 成员对象
* 基类子对象
* 数组元素

不是另一个对象的子对象的对象称为完整对象。

Complete objects, member objects, and array elements are also known as most derived objects, to distinguish them from base class subobjects. The size of a most derived object that is not a bit field is required to be non-zero (the size of a base class subobject may be zero: see empty base optimization).

为了与基类子对象区分开来，完整对象、成员对象和数组元素也被称为最底层派生对象。最底层派生对象不是一个位域，且要求非零，（基类子对象的大小可能为零：请参阅空基优化）。

Any two objects with overlapping lifetimes (that are not bit fields) are guaranteed to have different addresses unless one of them is a subobject of another or provides storage for another, or if they are subobjects of different type within the same complete object, and one of them is a zero-size base.

static const char c1 = 'x';

static const char c2 = 'x';

assert(&c1 != &c2); // same values, different addresses

1.5.1.3 多态对象

Objects of a class type that declares or inherits at least one virtual function are polymorphic objects. Within each polymorphic object, the implementation stores additional information (in every existing implementation, it is one pointer unless optimized out), which is used by virtual function calls and by the RTTI features (dynamic\_cast and typeid) to determine, at run time, the type with which the object was created, regardless of the expression it is used in.

For non-polymorphic objects, the interpretation of the value is determined from the expression in which the object is used, and is decided at compile time.

#include <iostream>

#include <typeinfo>

struct Base1 {

// polymorphic type: declares a virtual member

virtual ~Base1() {}

};

struct Derived1 : Base1 {

// polymorphic type: inherits a virtual member

};

struct Base2 {

// non-polymorphic type

};

struct Derived2 : Base2 {

// non-polymorphic type

};

int main()

{

Derived1 obj1; // object1 created with type Derived1

Derived2 obj2; // object2 created with type Derived2

Base1& b1 = obj1; // b1 refers to the object obj1

Base2& b2 = obj2; // b2 refers to the object obj2

std::cout << "Expression type of b1: " << typeid(decltype(b1)).name() << ' '

<< "Expression type of b2: " << typeid(decltype(b2)).name() << '\n'

<< "Object type of b1: " << typeid(b1).name() << ' '

<< "Object type of b2: " << typeid(b2).name() << '\n'

<< "size of b1: " << sizeof b1 << ' '

<< "size of b2: " << sizeof b2 << '\n';

}

Output:

Expression type of b1: Base1 Expression type of b2: Base2

Object type of b1: Derived1 Object type of b2: Base2

size of b1: 8 size of b2: 1

1.5.1.3 Strict aliasing

Accessing an object using an expression of a type other than the type with which it was created is undefined behavior in many cases, see reinterpret\_cast for the list of exceptions and examples.

1.5.1.4 Alignment

Every object type has the property called alignment requirement, which is an integer value (of type std::size\_t, always a power of 2) representing the number of bytes between successive addresses at which objects of this type can be allocated. The alignment requirement of a type can be queried with alignof or std::alignment\_of. The pointer alignment function std::align can be used to obtain a suitably-aligned pointer within some buffer, and std::aligned\_storage can be used to obtain suitably-aligned storage.

Each object type imposes its alignment requirement on every object of that type; stricter alignment (with larger alignment requirement) can be requested using alignas.

In order to satisfy alignment requirements of all non-static members of a class, padding may be inserted after some of its members.

#include <iostream>

// objects of type S can be allocated at any address

// because both S.a and S.b can be allocated at any address

struct S {

char a; // size: 1, alignment: 1

char b; // size: 1, alignment: 1

}; // size: 2, alignment: 1

// objects of type X must be allocated at 4-byte boundaries

// because X.n must be allocated at 4-byte boundaries

// because int's alignment requirement is (usually) 4

struct X {

int n; // size: 4, alignment: 4

char c; // size: 1, alignment: 1

// three bytes padding

}; // size: 8, alignment: 4

int main()

{

std::cout << "sizeof(S) = " << sizeof(S)

<< " alignof(S) = " << alignof(S) << '\n';

std::cout << "sizeof(X) = " << sizeof(X)

<< " alignof(X) = " << alignof(X) << '\n';

}

Output:

sizeof(S) = 2 alignof(S) = 1

sizeof(X) = 8 alignof(X) = 4

The weakest alignment (the smallest alignment requirement) is the alignment of char, signed char, and unsigned char, which equals 1; the largest fundamental alignment of any type is the alignment of std::max\_align\_t. If a type's alignment is made stricter (larger) than std::max\_align\_t using alignas, it is known as a type with extended alignment requirement. A type whose alignment is extended or a class type whose non-static data member has extended alignment is an over-aligned type. It is implementation-defined if new-expression, std::allocator::allocate, and std::get\_temporary\_buffer support over-aligned types. Allocators instantiated with over-aligned types are allowed to fail to instantiate at compile time, to throw std::bad\_alloc at runtime, to silently ignore unsupported alignment requirement, or to handle them correctly.

### **1.5.3 生命周期**

Every [object](http://en.cppreference.com/w/cpp/language/object) and [reference](http://en.cppreference.com/w/cpp/language/reference) has a *lifetime*, which is a runtime property: for any object or reference, there is a point of execution of a program when its lifetime begins, and there is a moment when it ends.

* For any object of class or aggregate types if it, or any of its subobjects, is initialized by anything other than the [trivial default constructor](http://en.cppreference.com/w/cpp/language/default_constructor#Trivial_default_constructor), lifetime begins when initialization ends.
* For any object of class types whose [destructor](http://en.cppreference.com/w/cpp/language/destructor#Trivial_destructor) is not trivial, lifetime ends when the execution of the destructor begins.
* Lifetime of a member of a [union](http://en.cppreference.com/w/cpp/language/union) begins when that member is made active
* For all other objects (class objects initialized by a trivial default constructor, non-class objects, arrays of those, etc.), lifetime begins when the properly-aligned storage for the object is allocated and ends when the storage is deallocated or reused by another object.

Lifetime of an object is equal to or is nested within the lifetime of its storage, see [storage duration](http://en.cppreference.com/w/cpp/language/storage_duration).

Lifetime of a reference is exactly its storage duration.

(until C++14)

The lifetime of a reference begins when its initialization is complete and ends as if it were a scalar object.

(since C++14)

Note: the lifetime of the referred object may end before the end of the lifetime of the reference, which makes dangling references possible.

Lifetimes of member objects and base subobjects begin and end following class initialization order.

## **1.6 Definitions and ODR**

## **1.7 名称查找**

名称查找就是把程序中遇到的[名称](#_1.3.2_名称)与引入它的[声明](#_5_声明)结合的过程。

例如，为了编译std::cout << std::endl;，编译器执行如下步骤：

* 为名称std进行非限定名称查找，在头文件<iostream>中发现命名空间std的声明
* 对cout进行限定名称查找，在命名空间std中发现变量声明
* 对endl进行限定名称查找，在命名空间std中发现函数模板声明
* 对命名空间std中具有多个函数模板声明的名称operator<<进行[参数依赖查找](#_7.6_参数依赖查找（ADL）)，对类std::ostream中的多个成员函数声明进行限定名称查找

For function and function template names, name lookup can associate multiple declarations with the same name, and may obtain additional declarations from [argument-dependent lookup](http://en.cppreference.com/w/cpp/language/adl). [Template argument deduction](http://en.cppreference.com/w/cpp/language/function_template) may also apply, and the set of declarations is passed to [overload resolution](http://en.cppreference.com/w/cpp/language/overload_resolution), which selects the declaration that will be used. [Member access](http://en.cppreference.com/w/cpp/language/access) rules, if applicable, are considered only after name lookup and overload resolution.

For all other names (variables, namespaces, classes, etc), name lookup must produce a single declaration in order for the program to compile. Lookup for a name in a scope finds all declarations of that name, with one exception, known as the "struct hack" or "type/non-type hiding": Within the same scope, some occurrences of a name may refer to a declaration of a class/struct/union/enum that is not a typedef, while all other occurrences of the same name either all refer to the same variable, non-static data member (since C++14), or enumerator, or they all refer to possibly overloaded function or function template names. In this case, there is no error, but the type name is hidden from lookup (the code must use [elaborated type specifier](http://en.cppreference.com/w/cpp/language/elaborated_type_specifier) to access it).

对于函数和函数模板名称，名称查找可以将多个声明和相同的名称进行关联，且可通过参数依赖查找获得额外的声明。应用模板参数推导，将这些声明传递给重载决策，由它选择使用哪个声明。成员访问规则，只有在名称查找和重载决策之后才会被考虑。

## **1.8 Qualified name lookup (qualified - unqualified)**

A qualified name is a name that appears on the right hand side of the scope resolution operator :: (see also qualified identifiers). A qualified name may refer to a

* class member (including static and non-static functions, types, templates, etc)
* namespace member (including another namespace)
* enumerator

If there is nothing on the left hand side of the ::, the lookup considers only declarations made in the global namespace scope (or introduced into the global namespace by a using declaration). This makes it possible to refer to such names even if they were hidden by a local declaration:

#include <iostream>

int main() {

struct std{};

std::cout << "fail\n"; // Error: unqualified lookup for 'std' finds the struct

::std::cout << "ok\n"; // OK: ::std finds the namespace std

}

Before name lookup can be performed for the name on the right hand side of ::, lookup must be completed for the name on its left hand side (unless a decltype expression is used, or there is nothing on the left). This lookup, which may be qualified or unqualified, depending on whether there's another :: to the left of that name, considers only namespaces, class types, enumerations, and templates whose specializations are types:

struct A {

static int n;

};

int main() {

int A;

A::n = 42; // OK: unqualified lookup of A to the left of :: ignores the variable

A b; // Error: unqualified lookup of A finds the variable A

}

## 1.9 存储模型和数据竞争

Defines the semantics of computer memory storage for the purpose of the C++ abstract machine.

C++程序可用的内存是一个或多个连续的字节序列。内存中的每个字节都有一个唯一的地址。

### **1.9.1 字节**

字节byte是内存中最小的可寻址单元。是由连续的位组成，足够保存任何UTF-8代码单元（256个不同的值）和基本执行字符集的任何成员（96个字符要求是单字节）。与C相似，C++支持大小为8位或者更大的字节。

The types char, unsigned char, and signed char use one byte for both storage and value representation. The number of bits in a byte is accessible as CHAR\_BIT or std::numeric\_limits<unsigned char>::digits.

类型char，unsigned char，signed char使用一个字节进行存储和值表达。一个字节中的

### **1.9.2 存储单元**

存储单元是：

* 标量类型的对象 (运算符类型，指针类型，枚举类型或std::nullptr\_t)
* 或者最大的非零的连续位域

注意：C++语言多个特征，诸如引用和虚函数（virtual），可能会引入程序不可访问的存储单元，而是由实现管理的。

struct S {

char a; // 存储位置 #1

int b : 5; // 存储位置 #2

int c : 11, // 存储位置 #2 (连续的)

: 0,

d : 8; // 存储位置 #3

struct {

int ee : 8; // 存储位置 #4

} e;

} obj; // 对象 'obj' 由独立的4个存储位置

### **1.9.3 线程和数据竞争**

通过std::thread::thread，std::async，或者其他方法调用顶层函数，实现线程的执行，其执行过程是一个流控过程。

在程序中，任何线程潜在地可以访问任何对象（带有automatic和thread-local存储周期的对象可以被其它线程使用指针或引用进行访问）。

不同的线程同时访问不同的存储单元，对其进行读写，没有干扰，也没有同步的要求。

当一个表达式的值写入一块存储单元的同时，另一表达式值也在读或者修改同一存储单元，这样就会发生冲突。有两个冲突的值的程序就会发生“数据竞争”除非

* 两个冲突的求值表达式在相同的线程或者同一个信号处理函数里执行，或
* 两个冲突的求值表达式都是原子操作（见：std::atomic），或
* 两个冲突的求值表达式执行是顺序的（见std::memory\_order）

如果发生数据竞争，程序的行为是未定义状态。

（可以使用std::mutex和另一个线程进行同步，来避免数据竞争问题）

int cnt = 0;

auto f = [&]{cnt++;};

std::thread t1{f}, t2{f}, t3{f}; // 未定义的行为

std::atomic<int> cnt{0};

auto f = [&]{cnt++;};

std::thread t1{f}, t2{f}, t3{f}; // OK

1.9.4 memory\_order

When a thread reads a value from a memory location, it may see the initial value, the value written in the same thread, or the value written in another thread. See std::memory\_order for details on the order in which writes made from threads become visible to other threads.

Forward progress

Obstruction freedom

When only one thread that is not blocked in a standard library function executes an atomic function that is lock-free, that execution is guaranteed to complete (all standard library lock-free operations are obstruction-free)

只有当一个调用标准库函数不会发生阻塞的线程，执行原子操作，这个执行才能够被保证完成。（所有的标准库的无锁操作都是非阻塞的）

Lock freedom

When one or more lock-free atomic functions run concurrently, at least one of them is guaranteed to complete (all standard library lock-free operations are lock-free -- it is the job of the implementation to ensure they cannot be live-locked indefinitely by other threads, such as by continuously stealing the cache line)

当一个或多个无锁的原子操作函数同时运行时，它们中至少一个被保证执行（所有标准库的无锁操作都是无锁的—这是由实现保证的，）

Progress guarantee

In a valid C++ program, every thread eventually does one of the following:

terminate

makes a call to an I/O library function

performs an access through a volatile glvalue

performs an atomic operation or a synchronization operation

终止

调用IO库函数

访问易失性glvalue

执行原子操作或同步操作

No thread of execution can execute forever without performing any of these observable behaviors.

Note that it means that a program with endless recursion or endless loop (whether implemented as a for-statement or by looping goto or otherwise) has undefined behavior. This allows the compilers to remove all loops that have no observable behavior, without having to prove that they would eventually terminate.

A thread is said to make progress if it performs one of the execution steps above (I/O, volatile, atomic, or synchronization), blocks in a standard library function, or calls an atomic lock-free function that does not complete because of a non-blocked concurrent thread.

Concurrent forward progress

If a thread offers concurrent forward progress guarantee, it will make progress (as defined above) in finite amount of time, for as long as it has not terminated, regardless of whether other threads (if any) are making progress.

The standard encourages, but doesn't require that the main thread and the threads started by std::thread offer concurrent forward progress guarantee.

Parallel forward progress

If a thread offers parallel forward progress guarantee, the implementation is not required to ensure that the thread will eventually make progress if it has not yet executed any execution step (I/O, volatile, atomic, or synchronization), but once this thread has executed a step, it provides concurrent forward progress guarantees (this rule describes a thread in a thread pool that executes tasks in arbitrary order)

Weakly parallel forward progress

If a thread offers weakly parallel forward progress guarantee, it does not guarantee to eventually make progress, regardless of whether other threads make progress or not.

Such threads can still be guaranteed to make progress by blocking with forward progress guarantee delegation: if a thread P blocks in this manner on the completion of a set of threads S, then at least one thread in S will offer a forward progress guarantee that is same or stronger than P. Once that thread completes, another thread in S will be similarly strengthened. Once the set is empty, P will unblock.

The parallel algorithms from the C++ standard library block with forward progress delegation on the completion of an unspecified set of library-managed threads.

## **1.10 转译阶段**

编译器处理C++源文件的过程可以看做下面几个阶段：

### **1.10.1 阶段1**

1）源文件的每一个字节都会被映射为基本字符集中的字符。尤其是，依赖于操作系统的行结束符都会被换行符取代。基本字符集包含96个字符：

* 5 种空白字符 (空格， 水平制表符，垂直制表符，换页符，换行符)；
* 10 个数字[0-9]；
* 26 个英文字母的大小写；
* 29 标点符号：\_ { } [ ] # ( ) < > % : ; . ? \* + - / ^ & | ~ ! = , \ " '

2）源文件中，任何不能由基本字符集映射的字符，使用通用字符取代（即使用\转义符号进行转义）或者由其编译器作相应的处理。

3）三字符序列被相应的单字符表达方式替代。（until C++17）

### **1.10.2 阶段2**

1）一旦在某一行的结尾发现反斜杠“\”（后面紧跟换行符），符号“\”和换行符被删掉，把源文件的两行连接成一行。这是一次单程操作；如果一行结束时，后面紧跟两个反斜杠“\”字符和空行，那么是不会把这三行组成一个新行的。如果在这个阶段，出现通用字符（\uXXX），这种行为未被定义。

如果这个阶段之后，非空的源文件没有以换行符结束（不论是本来就没有换行符，或它以反斜杠符号结束），C++11之前没有定义这种行为，C++11之后会添加一个换行符。

### **1.10.3 阶段3**

1） 源文件被解析成注释，空白字符序列（空格，水平制表符，换行符，垂直制表符，和换页符），预处理符号，如下所示：

* 头文件名称，例如 <iostream> 或者 "myfile.h"
* 标识符
* 预处理数字
* 字符或字符串，包括用户自定义的 (C++11之后添加)
* 操作符和标点符号(包括可替换的符号), 如+，<<=，new，<%，##，and（&&）
* 不属于其它种类的单个非空白字符

2） 在阶段1和阶段2里，任何实施过转换的由双引号“”包含的原始字符串都会被恢复。（C++11之后）

3） 注释被一个空格替代

换行符被保留，没有明确说明，非换行符的空白字符序列是否会被整合成一个空格字符。

### **1.10.4 阶段4**

1）预处理程序被执行；

2）递归遍历阶段1到阶段4，用#include指令引入每一个文件；

3）在这个阶段结束时，所有源文件的预处理指令被移除。

### **1.10.5 阶段5**

1）由源文件转换而来的字符文字和字符串文字里的所有字符都被设为可执行字符集（有可能是如UTF-8一样的多字节字符集）

2） 字符文字和非原始字符串文字里的转义序列和通用字符被展开并转换为可执行字符集。如果由通用字符指定的字符不是可执行字符集里的成员，结果是编译器指定，但是保证不是一个null字符（广义上）

注意：这个阶段的转换执行，在某些编译器的实现里，可以由命令行选项进行控制：gcc和clang使用选项-finput-charset 指定源字符集的编码格式；-fexec-charset和-fwide-exec-charset，指定字符串和字符文字的可执行字符集的编码格式（没有编码前缀）。（C++11之后）

### **1.10.6 阶段6**

相邻字符串文字链接为新的字符串文字。

### **1.10.7 阶段7**

编译阶段：每个预处理符号被转换为一个符号。这些符号被从语法上和语义上分析，然后转换为一个翻译单元。

### **1.10.8 阶段8**

每一个翻译单元被检查，找出要求模板实例化的列表，包括哪些被要求显式实例化的模板。找到那些被要求实例化的模板，然后执行，产生实例化单元。

### **1.10.9 阶段9**

翻译单元，实例化单元，库组件满足外部引用的被集成都一个程序镜像，它包括在执行环境里执行时需要的信息。

### **1.10.10 注意**

一些编译器不实现实例化单元（也被称为模板仓库或模板注册表）且在阶段7编译每一个模板实例，然后存储代码到对应的目标文件中，然后链接器在阶段9把这些编译后的目标文件集合为一个可执行文件。

### **1.10.11 参考**

* C++11 standard (ISO/IEC 14882:2011):
* 2.2 Phases of translation [lex.phases]
* C++98 standard (ISO/IEC 14882:1998):
* 2.1 Phases of translation [lex.phases]

## 1.11 main() 函数

Ddd

## **1.12 布局**

### **1.12.1 标准布局类型**

指定一个类型是标准布局类型。标准布局类型对于与使用其他编程语言编写的代码进行配合很有用。

请注意，该标准没有定义具有此名称的命名要求或概念。这是由核心语言定义的类型类别。只是作为概念出现在这里。

#### 1.12.1.1 要求

1. 所有非静态数据成员都具有相同的访问控制；

2. 没有虚函数或虚基类；

3. 没有引用类型的非静态数据成员；

4. 所有非静态数据成员和基类本身都是标准布局类型；

5. 另外，

|  |  |
| --- | --- |
| 1. 没有具有非静态数据成员的基类，或在最底层派生类里没有非静态数据成员且最多只有一个基类具有非静态数据成员；（C++14之前） 2. 没有和第一个非静态数据成员相同类型的基类（参见[空基优化](#_12.6_空基优化)）； | C++14之前 |
| （1）不能具有两个相同类型的基类子对象（很可能不是直接具有）  struct Q {};  struct S : Q { };  struct T : Q { };  struct U : S, T { }; // 非标准布局类: 有2个Q类型的基类  （2）在同一个类中声明所有非静态数据成员和位域（另外，全部在派生或其它的基类中）  struct B { int i; }; // 标准布局类  struct C : B { }; // 标准布局类  struct D : C { }; // 标准布局类  struct E : D { char : 4; }; // 非标准布局类  6.  （1）对于非union类型，没有任何一个基类子对象和第一个非静态数据成员具有相同的类型（请参阅[空基优化](#_12.6_空基优化)），递归地，如果该非静态数据成员是非union类类型，也没有任何一个基类子对象和该数据成员的第一个非静态数据成员具有相同的类型；或如果该非静态数据成员是union类型，也没有任何一个基类子对象和该数据成员的所有非静态数据成员具有相同的类型；再或者，如果该非静态数据成员是数组类型，也没有任何一个基类子对象和该数据成员的数组元素具有相同的类型。  （2）对于联合类型，没有任何一个基类子对象和任何一个非静态数据成员具有相同的类型；递归地，也不能和非union类类型的每一个成员的第一个非静态数据成员具有相同类型；也不能和union类型的所有成员的所有非静态数据成员具有相同类型；也不能和数组类型的所有非静态数据成员的元素类型具有相同类型。  （3）对于数组类型，作为数组元素的类型，如果数组元素具有非联合类类型，则递归地返回数组元素的第一个非静态数据成员，如果它是数组元素的任何非静态数据成员 具有联合类型，或者如果数组元素具有数组类型，则为数组元素的元素类型等。 | C++14之后 |

#### 1.12.1.2 属性

查看[标准布局](#_9.3.1.2_标准布局)。

# 2 C++关键字

# 3 预处理器

## 3.1 条件预编译

#if - #ifdef - #ifndef

## 3.2 文本宏替换

#define - # - ## - #include

## 3.3其它预处理指令

#error - #pragma - #line

# 4 表达式

## 4.1 Value categories

## 4.2 Evaluation order and sequencing

## 4.3 常量表达式

## 4.4 操作符

### 4.4.1 赋值

### 4.4.2 加减

### 4.4.3 逻辑比较

### 4.4.4 成员访问

### 4.4.5 call, comma, ternary

### 4.4.6 sizeof - alignof(C++11)

### 4.4.7 new - delete - typeid

## 4.5 操作符重载

## 4.6 默认比较(C++20)

## 4.7 运算符优先级

## 4.8 转换

### 4.8.1 implicit - explicit - user-defined

### 4.8.2 static\_cast - dynamic\_cast

### 4.8.3 const\_cast - reinterpret\_cast

## 4.9 文字常量

文字常量是C++程序源代码中嵌入的代表着常量值的符号。

（1）整数常量是整数类型的十进制，八进制，十六进制或二进制数字。

（2）字符常量是类型为char, char16\_t, char32\_t,或wchar\_t的单个字符。

（3）浮点型常量类型为float, double,或long double的值。

（4）字符串是类型为const char[], const char16\_t[], const char32\_t[], 或const wchar\_t[]的字符序列。

（5）bool型常量，true和false。

（6）nullptr，代表空指针，指针文字常量（C++11之后）。

（7）用户自定义文字常量，用户指定类型的常量值（C++11之后）。

### 4.9.1 boolean - integer - floating

### 4.9.2 character - string

### 4.9.3 nullptr(C++11)

### 4.9.4 user-defined (C++11)

# **5 声明**

声明将名称引入（或重新引入）C++程序中。每种实体的声明都是不同的。定义是足以使用由名称标识的实体的声明。

声明是以下任一种：

（1）函数定义

（2）模板声明

（3）显式模板实例化

（4）显式模板特化

（5）[命名空间定义](#_5.1_命名空间)

（6）链接规范

（7）属性声明（attr;）（C++11之后）

（8）空声明（;）（C++11之后）

（9）没有decl-specifier-seq的函数声明

attr(optional) declarator ;

attr (since C++11) - sequence of any number of attributes

declarator - A function declarator.

This declaration must declare a constructor, destructor, or user-defined type conversion function. It can only be used as part of a template declaration, explicit specialization, or explicit instantiation.

（10）块声明（可以出现在块内的声明），这又可以是下列之一：

* asm定义
* type alias declaration (since C++11)
* namespace alias definition
* using declaration
* using directive
* static\_assert declaration (since C++11)
* opaque enum declaration (since C++11)
* simple declaration

1. 简单声明

简单声明是引入，创建并且（可选地）初始化一个或多个标识符（通常是变量）的语句。

decl-specifier-seq init-declarator-list(optional) ; (1)

attr decl-specifier-seq init-declarator-list; (2)

attr（C++11之后） 任何数量的属性序列

decl-specifier-seq 说明符序列（见下文）。

init-declarator-list 用逗号（，）分割的、具有可选的初始化值的声明符列表。当声明一个命名的类、结构体、联合体、枚举时，init-declarator-list是可选的。

structured binding declaration也是简单声明。（C++17之后）

2. 说明符

声明说明符（decl-specifier-seq）是以空格分隔的下面的说明符的序列，任意顺序都可：

（1）typedef

（2）函数说明符

（3）inline

（4）friend

（5）constexpr

（6）存储类说明符（register，static，thread\_local(C++11之后），extern，mutable)

（7）类型说明符

|  |  |  |
| --- | --- | --- |
| class |  |  |
| enum |  |  |
| 简单类型说明符 | char, char16\_t, char32\_t (C++11之后), wchar\_t, bool, short, int, long, signed, unsigned, float, double, void |  |
|  | auto | C++11之后 |
|  | decltype说明符 |
|  | 先前声明的class名称（optionally qualified） |  |
|  | 先前声明的enum名称（optionally qualified） |  |
|  | 先前声明的typedef名称或类型别名(C++11之后) (optionally qualified) |  |

## **5.1 命名空间**

命名空间提供给大项目一种避免命名冲突的方法。

在命名空间块中声明的符号被放置在一个命名范围内，以防止它们被误认为其它范围中的同名命名符号。

允许具有相同名称的多个命名空间块。这些块内的所有声明都在指定范围内被声明。

### **5.1.1语法**

|  |  |  |
| --- | --- | --- |
| namespace ns\_name {declarations} | （1） |  |
| inline namespace ns\_name {declarations} | （2） | C++11之后 |
| namespace {declarations} | （3） |  |
| ns\_name::name | （4） |  |
| using namespace ns\_name; | （5） |  |
| using ns\_name::name; | （6） |  |
| namespace name = qualified-namespace ; | （7） |  |
| namespace ns\_name::name | （8） | C++17之后 |

（1）为命名空间ns\_name指定定义。

（2）命名空间ns\_name的内联命名空间定义。 Declarations inside ns\_name will be visible in its enclosing namespace.

（3）未具名命名空间定义。它的成员从声明处到转译单元的结束处都有潜在地作用范围，具有内部链接属性。

注意：不知道名字当然无法访问了。不具名空间依然是外链接的，但是外界由于不知道名字所以无法访问，这样就具有了内链接的特性。使用不具名空间是为了保持对象的局部性。

可以用不具名命名空间替代static（staitc是内链接的）。

（4）命名空间名称（连同类名称）可以出现在作用域解析运算符的左侧，作为限定名称查找的一部分。

（5）using-directive: From the point of view of unqualified name lookup of any name after a using-directive and until the end of the scope in which it appears, every name from ns\_name is visible as if it were declared in the nearest enclosing namespace which contains both the using-directive and ns\_name.

（6）using-declaration: makes the symbol name from the namespace ns\_name accessible for unqualified lookup as if declared in the same class scope, block scope, or namespace as where this using-declaration appears.

（7）namespace-alias-definition: makes name a synonym for another namespace: see namespace alias

（8）nested namespace definition: **namespace A::B::C { ... }** is equivalent to **namespace A { namespace B { namespace C { ... } } }**.

### **5.1.2解释**

#### 1 命名空间

|  |  |
| --- | --- |
| inline(optional) namespace attr(optional) identifier { namespace-body } | |
| inline | 如果存在，使其成为一个内联命名空间（参见下面）。如果原始名称空间定义不使用内联，则不能出现在扩展名称空间定义中。 |
| attr(C++17) | 任意数量的属性的可选序列 |
| identifier | 既可以是之前未使用的标识符，这种情况就是原始命名空间定义；也可以是命名空间的名称，在这种情况里，这是扩展命名空间定义；还可以是由::分隔的封闭命名空间标识符的序列，以标识符结束，在这种情况下，就是嵌套命名空间定义（C++17后） |
| namespace-body | 可能是任何类型的声明序列（包括类和函数定义以及嵌套的命名空间） |

命名空间定义只能在命名空间范围内实现，包括全局范围。

为了重新打开一个已经存在的命名空间（形式上是一个扩展命名空间定义），在命名空间定义中使用的标识符的查找必须解析为一个命名空间名称（不是命名空间别名），该命名空间被声明为封闭命名空间的成员或封闭名称空间内的内联名称空间。

命名空间体定义了一个命名空间作用域，这会影响名称查找。

由命名空间体（包括嵌套名称空间定义）中出现的声明引入的所有名称都成为命名空间的成员，无论该命名空间定义是原始命名空间定义（引入的标识符）还是扩展命名空间定义（“重新打开”已经定义的命名空间）。

在命名空间体中声明的命名空间成员可以使用明确的限定条件在其外部定义或重新声明。

|  |
| --- |
| #include <algorithm>  #include <cctype>  #include <iostream>  #include <string>  #include <vector>  namespace Q {  namespace V { // V是Q的一个成员，它完全在Q内定义  // namespace Q::V { // C++17 替换上面两行  // C是V的一个成员，它完全在V内定义;C::m只被声明；  class C {  public:  void m();  };  // f是V的一个成员，在这里只定义  void f();  }  // V外的V成员函数f的定义，f的封闭命名空间仍然是全局命名空间Q和Q::V  void V::f()  {  extern void h(); // This declares ::Q::V::h  }  // 命名空间和类外 V::C::m 定义，封闭命名空间仍然是全局命名空间Q和Q::V  void V::C::m()  {  printf("V::C::m()");  }  }  namespace Q {  enum {  ABC = 'a'  };  }  int main()  {  char abc[10] = {Q::ABC};  Q::V::C c;  c.m();  printf("ABC = %s", abc);  SystemPause();  } |

命名空间外的定义和重新声明只允许在声明之后，仅在命名空间作用域内，并且只能在包含原始命名空间的命名空间（包括全局命名空间）中使用，并且必须使用qualified-id语法（C++14之后）。

|  |
| --- |
| namespace Q {  namespace V { // V原始命名空间定义  void f(); // Q::V::f的声明  }  void V::f() {} // OK  void V::g() {} // Error: g()还不是V的成员  namespace V { // V的扩展命名空间定义  void g(); // Q::V::g的声明  }  }  namespace R { // 不是Q的一个封闭命名空间  void Q::V::g() {} // Error: 不能在R内定义Q::V::g  }  void Q::V::g() {} // OK: 全局命名空间包括Q |

Names introduced by friend declarations within a non-local class X become members of the innermost enclosing namespace of X, but they do not become visible to ordinary name lookup (neither unqualified nor qualified) unless a matching declaration is provided at namespace scope, either before or after the class definition. Such name may be found through ADL which considers both namespaces and classes.

Only the innermost enclosing namespace is considered by such friend declaration when deciding whether the name would conflict with a previously declared name.

由非局部类X中的友邻声明引入的名称成为X的最内层封闭名称空间的成员，但除非在名称空间范围提供了匹配声明，否则它们对普通名称查找（既不是非限定也不是限定的） 或者在类定义之后。这个名字可以通过ADL找到，它考虑了命名空间和类。

在决定名称是否与先前声明的名称冲突时，只有最里面的封闭名称空间被这种朋友声明所考虑。

|  |
| --- |
| void h(int);  namespace A {  class X {  friend void f(X); // A::f是一个友邻成员  class Y {  friend void g(); // A::g是一个友邻成员  friend void h(int); // A::h是一个友邻成员，与::h不冲突  };  };  // A::f, A::g 和 A::h在命名空间作用域内是不可见，尽管是命名空间A的成员  X x;  void g() { // definition of A::g  f(x); // A::X::f is found through ADL  }  void f(X) {} // definition of A::f  void h(int) {} // definition of A::h  // A::f, A::g and A::h are now visible at namespace scope  // and they are also friends of A::X and A::X::Y  } |

#### 2 内联命名空间

内联命名空间就是在原始命名空间定义的基础上添加上关键字inline的命名空间。

在很多情况下，内联命名空间的成员可以被当成外层命名空间的成员那样使用。这个属性是可以传递的：如果命名空间N包含内联命名空间M，而M又包含内联命名空间O，那么O的成员就可以像使用M或N的成员那样使用。

* 命名内联命名空间的using指令隐式地插入到外层空间中（类似于不具名命名空间的隐式using指令）
* In [argument-dependent lookup](http://en.cppreference.com/w/cpp/language/adl), when a namespace is added to the set of associated namespaces, its inline namespaces are added as well, and if an inline namespace is added to the list of associated namespaces, its enclosing namespace is added as well.
* 在[依赖参数查找](#_7.6_参数依赖查找（ADL）)中，当命名空间被添加到关联的命名空间集合中时，它的内联命名空间也会被添加，并且如果将内联命名空间添加到关联命名空间列表中，它的外层命名空间也会被添加。
* 内联命名空间的每一个成员可以分别被专用，好像它们是外层命名空间的成员那样被显式地实例化或专用。
* 检查外层命名空间的限定名称查找会包含来自内联命名空间的名称，即使外层命名空间存在相同的名称。

|  |
| --- |
| { // 在C++14标准内，std::literals和它的成员命名空间是内联的  using namespace std::string\_literals; // 使std::literals::string\_literals中的操作符""s可见  auto str = "abc"s;  }  {  using namespace std::literals; // 使std::literals::string\_literals：：operator""s  // std::literals::chrono\_literals::operator""s都可见  auto str = "abc"s;  auto min = 60s;  }  {  using std::operator""s; // 使std::literals::string\_literals：：operator""s  // std::literals::chrono\_literals::operator""s都可见  auto str = "abc"s;  auto min = 60s;  } |

Note: the rule about specializations allows library versioning: different implementations of a library template may be defined in different inline namespaces, while still allowing the user to extend the parent namespace with an explicit specialization of the primary template.

注意：有关特化的规则允许库版本化：库模板的不同实现可以在不同的内联命名空间中定义，同时仍允许用户通过显式专用化主模板扩展父命名空间

#### 3 不具名命名空间

语法格式如下：

inline(optional) namespace attr(optional) { namespace-body }

attr 任意数量的属性的可选序列

这个定义被视为具有唯一名称的命名空间的定义，且在当前作用域中使用using指令指定该不具名命名空间。

|  |
| --- |
| namespace {  int i; // 定义 ::(unique)::i  }  void f() {  i++; // 自加 ::(unique)::i  }    namespace A {  namespace {  int i; // A::(unique)::i  int j; // A::(unique)::j  }  void g() { i++; } // A::unique::i++  }  using namespace A; // 引入所有A中名称到全局命名空间中  void h() {  i++; // error: ::(unique)::i and ::A::(unique)::i are both in scope  A::i++; // ok, increments ::A::(unique)::i  j++; // ok, increments ::A::(unique)::j  } |

Even though names in an unnamed namespace may be declared with external linkage, they are never accessible from other translation units because their namespace name is unique.（直到C++11）

Unnamed namespaces as well as all namespaces declared directly or indirectly within an unnamed namespace have internal linkage, which means that any name that is declared within an unnamed namespace has internal linkage.（C++11之后）

#### 4 using声明

Introduces a name that is defined elsewhere into the declarative region where this using-declaration appears.

|  |  |
| --- | --- |
| using typename(optional) nested-name-specifier unqualified-id ; (until C++17) | |
| using declarator-list ; (since C++17) | |
| nested-name-specifier | a sequence of names and scope resolution operators ::, ending with a scope resolution operator. A single :: refers to the global namespace. |
| unqualified-id | An [id-expression](http://en.cppreference.com/w/cpp/language/identifiers) |
| typename | the keyword typename may be used as necessary to resolve dependent names, when the using-declaration introduces a member type from a base class into a class template |
| declarator-list | comma-separated list of one or more declarators of the form typename(optional) nested-name-specifier unqualified-id. The last declarator may be an ellipsis, although that form is only meaningful in derived class definitions |

Using-declarations can be used to introduce namespace members into other namespaces and block scopes, or to introduce base class members into derived class definitions.

A using-declaration with more than one using-declarator is equivalent to a corresponding sequence of using-declarations with one using-declarator. (since C++17)

对于在派生类中的使用，请参考[using declaration](http://en.cppreference.com/w/cpp/language/using_declaration)。

使用using声明这种语法把其它命名空间中的名称导入到当前命名空间中，就可以看作不同的名称了，包括在其它命名空间中的限定名称查找的名称。

|  |
| --- |
| void f();  namespace A {  void g();  }  namespace X {  using ::f; // 全局f可以看作::X::f  using A::g; // A::g可以看作::X::g  using A::g, A::g; // (C++17) OK: 允许在命名空间中进行连续声明  }  void h()  {  X::f(); // calls ::f  X::g(); // calls A::g  } |

如果在使用声明从命名空间获取成员之后，命名空间被扩展并引入了相同名称的附加声明，那些附加声明就不会通过using声明变得可见（与using指令相反）。using声明命名类模板时的一个例外情况是：稍后引入的部分特化是有效可见的，因为它们的查找通过主模板进行。

|  |
| --- |
| namespace A {  void f(int);  }  using A::f; // ::f 和 A::f(int)相同    namespace A { // 命名空间扩展  void f(char); // 没有改变::f  }  void foo() {  f('a'); // 调用f(int),即使f(char)存在  }  void bar() {  using A::f; // f 同时与 A::f(int)和A::f(char)相同  f('a'); // 调用 f(char)  } |

使用声明不能命名模板标识，名称空间或范围枚举器。 使用声明中的每个声明符都引入了一个且只有一个名称，例如枚举的using声明不会引入任何枚举器。

对相同名称的常规声明，隐藏和重载规则的所有限制均适用于使用声明：

|  |
| --- |
| namespace A {  int x;  }  namespace B {  int i;  struct g { };  struct x { };  void f(int);  void f(double);  void g(char); // OK: function name g hides struct g  }  void func() {  int i;  using B::i; // error: i declared twice    void f(char);  using B::f; // OK: f(char), f(int), f(double) are overloads  f(3.5); // calls B::f(double)    using B::g;  g('a'); // calls B::g(char)  struct g g1; // declares g1 to have type struct B::g    using B::x;  using A::x; // OK: hides struct B::x  x = 99; // assigns to A::x  struct x x1; // declares x1 to have type struct B::x  } |

If a function was introduced by a using-declaration, declaring a function with the same name and parameter list is ill-formed (unless the declaration is for the same function). If a function template was introduced by a using-declaration, declaring a function template with the same name, parameter type list, return type, and template parameter list is ill-formed. Two using-declarations can introduce functions with the same name and parameter list, but if a call to that function is attempted, the program is ill-formed.

|  |
| --- |
| namespace B {  void f(int);  void f(double);  }  namespace C {  void f(int);  void f(double);  void f(char);  }  void h() {  using B::f; // introduces B::f(int), B::f(double)  using C::f; // introduces C::f(int), C::f(double), and C::f(char)  f('h'); // calls C::f(char)  f(1); // error: B::f(int) or C::f(int)?  void f(int); // error: f(int) conflicts with C::f(int) and B::f(int)  } |

If an entity is declared, but not defined in some inner namespace, and then declared through using-declaration in the outer namespace, and then a definition appears in the outer namespace with the same unqualified name, that definition is a member of the outer namespace and conflicts with the using-declration:（C++14后）

|  |
| --- |
| namespace X {  namespace M {  void g(); // declares, but doesn't define X::M::g()  }  using M::g;  void g(); // Error: attempt to declare X::g which conflicts with X::M::g()  } |

More generally, a declaration that appears in any namespace scope and introduces a name using an unqualified identifier always introduces a member into the namespace it's in and not to any other namespace. The exceptions are explicit instantiations and explicit specializations of a primary template that is defined in an inline namespace: because they do not introduce a new name, they may use unqualified-id in an enclosing namespace.

#### 5 using指令

using-directive是使用以下语法的块声明：

|  |  |
| --- | --- |
| attr(optional) using namespace nested-name-specifier(optional) namespace-name ; | |
| attr(C++11) | any number of attributes that apply to this using-directive |
| nested-name-specifier | a sequence of names and scope resolution operators ::, ending with a scope resolution operator. A single :: refers to the global namespace. |
| namespace-name | a name of a namespace. When looking up this name, lookup considers namespace declarations only |

using指令只允许在命名空间范围和块作用域内使用。使用using指令指定命名空间，命名空间内的每一个名称都是可见的。

using指令不会为它出现的声明区域添加任何名称（与using 声明不同），因此不会阻止声明相同的名称。

为了非限定查找的目的，using指令是具有可传递性的：如果一个作用域中包含一个用using指令指定的命名空间，这个命名空间自身又包含using指令，用来指定命名空间2，效果就好像第2个命名空间的using指令出现在第一个命名空间中一样。出现在命名空间中的顺序不会影响名称查找。

|  |
| --- |
| namespace A {  int i;  }  namespace B {  int i;  int j;  namespace C {  namespace D {  using namespace A; // A 中所有的名称被导入到全局命名空间中  int j;  int k;  int a = i; // i是B::i, 因为A::i被B::i覆盖  }  using namespace D; // D 中所有的名称被导入到 C 命名空间中  // A 中所有的名称被导入到全局命名空间中  int k = 89; // OK to declare name identical to one introduced by a using  int l = k; // ambiguous: C::k or D::k  int m = i; // ok: B::i hides A::i  int n = j; // ok: D::j hides B::j  }  } |

如果，using指令被用来指定某些命名空间，命名空间被扩展，额外的成员或using指令被添加到该命名空间中，这些附加的成员和命名空间是可见的（与使用声明相反）。

|  |
| --- |
| namespace D  {  int d1;  void f(char);  }  using namespace D; // 导入D::d1, D::f, D::d2, D::f, E::e 和 E::f到全局命名空间中    int d1; // OK: 声明时和D::d1没有冲突  namespace E {  int e;  void f(int);  }  // 扩展命名空间  namespace D  {  int d2;  using namespace E; // transitive using-directive  void f(int);  }  void f() {  d1++; // 错误，::d1 或D::d1有歧义  ::d1++; // OK  D::d1++; // OK  d2++; // OK, d2 is D::d2  e++; // OK: e is E::e due to transitive using  f(1); // error: ambiguous: D::f(int) or E::f(int)?  f('a'); // OK: the only f(char) is D::f(char)  } |

#### 6 学习笔记

在任何命名空间内，使用using namespace std; 都会把命名空间std导入到全局命名空间中（因为全局命名空间是同时包含std和用户自定义命名空间的最近的命名空间），这会导入不想要的名称冲突。因此，并不建议使用using指令。

#### 7 例程

|  |
| --- |
| #include <vector>    namespace vec {  template< typename T >  class vector {  // ...  };  } // of vec    int main()  {  std::vector<int> v1; // Standard vector.  vec::vector<int> v2; // User defined vector.    v1 = v2; // Error: v1 and v2 are different object's type.  {  using namespace std;  vector<int> v3; // Same as std::vector  v1 = v3; // OK  }    {  using vec::vector;  vector<int> v4; // Same as vec::vector  v2 = v4; // OK  }    return 0;  } |

## **5.7 存储周期和链接**

### **5.7.1 存储类关键字**

存储类关键字是名称声明语法的decl-specifier-seq的一部分。和名称的作用域一起，控制着名称的两个独立属性，自动存储期和链接属性。

* auto 自动存储期。（C++11之前适用）
* register 自动存储期。另外，提醒编译器把对象放入处理器的寄存器中。（C++17之前适用，现已被废弃）
* static 静态或线程存储期，内部链接属性。
* extern 静态或线程存储期，外部链接属性。
* thread\_local 线程存储期。（C++11之后适用）

一次只能一个存储类关键字出现在声明语句中，thread\_local是个例外，需要与static和或者extern结合使用。（C++11之后适用）

### **5.7.2 解释**

* 关键字auto只能声明在块作用域或函数参数列表中的对象。它代表着其默认是自动存储期。在C++11中，这个关键字的意义被改变。
* 关键字register也只能声明在块作用域或函数参数列表中的对象。 默认是自动存储期。另外，这个关键字提示代码优化器保存该变量的值在CPU寄存器里。C++11放弃了这个关键字。
* 关键字static，能够在对象的声明（除函数列表外），函数的声明（除在块作用域）和不具名联合体声明里使用。当用在类成员上时，它声明了一个静态成员。当用在对象声明上时，它指定了静态存储期（如果和thread\_local联合使用除外）。当用在命名空间作用域内时，它指定了内部链接属性。
* 关键字extern只被允许用在变量和函数的声明上（除了类成员或函数参数）。它指定了外部链接属性，且不会影响存储期，但是它不能被用在一个具有自动存储期的对象身上，所以，所有的extern对象具有static或thread存储周期。另外，使用了extern且没有初始化的变量声明不是一个定义。
* 关键字thread\_local被允许声明命名空间范围和块作用域内的对象，及静态数据成员。它指明，对象具有线程存储周期。可以和static或extern关键字一起使用，指明内部或者外部链接属性（除了static数据成员，其余的总是具有外部链接属性），但是添加的static关键字不会影响其存储周期。

### **5.7.3 存储期**

所有的对象都具有下面这些存储类型中的一种：

* automatic

对象在代码块开始时被分配，离开时收回分配的存储空间。所有的局部对象都有这种存储周期，除非，它们被声明为static，extern或thread\_local。

* static

当程序开始运行时分配对象的存储空间，程序结束时收回对象的存储空间。只允许一个对象实例存在。所有声明在命名空间的对象（包括全局命名空间），前面加上static，或者extern关键字的都有这种存储周期。

* thread

线程开始分配对象，线程结束收回分配给对象的存储空间。每个线程拥有这个对象唯一的实例。只有使用关键字thread\_local声明的对象才有这种存储周期。关键字thread\_local 可以和static或extern结合使用，以调整链接属性。

* dynamic

当使用动态内存分配函数请求分配或者回收对象的存储空间时才会使用。

### **5.7.4 链接属性**

名称泛指对象，引用，函数，类型，模板，命名空间，或数值（枚举器），都可以有链接属性。如果一个名称具有链接属性，那么在另一个作用域内声明而引入的相同名称就会被引用为同一个实体。如果在几个作用域内声明了具有相同名称的变量，函数，或另一个实体，但是又没有有效的链接属性，那么就会产生几个实体实例。

链接类型可以被分为下面三种：

（1）无链接。

这种方式适用于名称在它的作用域内的情况。下面的几种情况具有非链接属性：

* 名称没有显式地使用extern关键字声明（无关static修饰符）；
* 局部类和它的成员函数；
* 块作用域内声明的其它名称，例如typedef，enum等声明的名称；

（2）内部链接。

在当前的编译单元里能够被所有的作用域引用的名称。命名空间作用范围内声明的下面中的任何一种名称都具有内部链接属性：

* static声明的变量，函数，和函数模板；
* 没有使用extern声明或者之前也没有被声明为具有外部链接属性的非易失性（non-volatile）非内联常量限定的变量（包括constexpr）；
* 不具名联合体的数据成员；

另外，在不具名命名空间或者不具名命名空间内部的命名空间里声明的所有变量，即使明确使用extern声明，也是内部链接属性。

（3）外部链接

可被其它编译单元参考引用的名称，就具有外部链接属性。具有外部链接属性的变量和函数也具有语言链接属性，这使得链接不同程序语言写的编译单元成为可能。

任何在命名空间里声明的下列变量都具有外部链接属性，除非，命名空间是不具名的或者被一个不具名命名空间包含（C++11之后）。

* 上面没有列出的变量和函数（也就是说，没有被声明为static函数，命名空间范围内的非const变量没有被声明为static，任何声明为extern的变量）
* 枚举和枚举器
* 类名，它们的成员函数，静态数据成员（const与否），嵌套类和枚举类型变量，类体内首次使用友邻声明的函数
* 上面没有列出的所有模板变量（就是说，声明为static的非函数模板）

首次声明在块作用域内的下列变量中任何一种都有外部链接属性：

* 声明为extern的变量
* 函数变量

### **5.7.5 静态局部变量**

使用限定符static声明在块作用域内的变量具有static存储期，只有当第一次执行经过它们的声明时被初始化（除非它们的初始化是0或常量初始化，这种初始化可以在进入块作用域之前就已经完成）。在所有后面的调用中，声明都会被跳过，不执行。

如果初始化过程出现异常，那么不认为变量被初始化，再一次尝试控制经过声明语句时，还会初始化。

如果多个线程同时尝试初始化相同的静态变量，初始化也只会进行一次（对于使用std::cal\_once的任意函数都能获得相似的行为）。

注意：这个功能的通常实现就是使用双重检查锁定模式，它可以减少已经初始化为局部静态和单个非原子boolean的比较产生的系统开销。

当程序exit时，调用块作用域的析构函数，但前提是初始化成功。

对于同一个内联函数（也许是隐含内联）的所有定义里的局部静态对象，都会被一个编译单元定义的相同的对象引用。

### **5.7.6 注意**

在C语言中，在顶层命名空间作用域（相当于C的文件范围）内的，是const且没有extern修饰的名称具有外部属性，但是在C++中却是内部链接属性。

在C里，寄存器变量的地址不能获取，但是在C++中，变量声明为register和没有任何存储类关键字修饰是没有什么区别的。（C++11之前）

C++中，不像C，变量不能声明为register。（C++17之后）

具有内部或外部链接属性的thread\_local型变量的名称可以被不同的实例引用，依赖于代码是否在同一个或者不同的线程中执行。

关键字extern也可以指定语言链接属性和明确的模板实例声明，但是它不是存储类限定符（除非，声明被直接包含在语言链接指定中，在这种情况时，声明被像包含extern限定符一样对待）。

在C++语法中，关键字mutable是存储类限定符，尽管它不会影响存储周期或链接属性。

现在这段是不完整的，因为在同一个编译单元重新声明的规则。

存储类限定符，对于thread\_local是个例外，不允许明确的指定和明确的实例。

template <class T> struct S {

thread\_local static int tlm;

};

template <> thread\_local int S<float>::tlm = 0; // "static" 没有出现在这里

### **5.7.7 关键字**

auto, register, static, extern, thread\_local

### **5.7.8 举例说明**

#include <iostream>

#include <string>

#include <thread>

#include <mutex>

thread\_local unsigned int rage = 1;

std::mutex cout\_mutex;

void increase\_rage(const std::string& thread\_name)

{

++rage; // 锁外修改是没问题的;这是一个thread-local 变量

std::lock\_guard<std::mutex> lock(cout\_mutex);

std::cout << "Rage counter for " << thread\_name << ": " << rage << '\n';

}

int main()

{

std::thread a(increase\_rage, "a"), b(increase\_rage, "b");

{

std::lock\_guard<std::mutex> lock(cout\_mutex);

std::cout << "Rage counter for main: " << rage << '\n';

}

a.join();

b.join();

}

可能的输出：

Rage counter for a: 2

Rage counter for main: 1

Rage counter for b: 2

## **5.10 const/volatile–常量表达式**

### **5.10.1 const和volatile类型限定符**

出现在任何类型说明符中，包括声明语法的decl-specifier-seq，可以用来指定声明对象或者命名类型的常量性（constness）或者易变性（volatile）。

（1）const 定义类型为常量；

（2）volatile 定义类型为volatile；

（3）mutable 适用于非引用非常量的非静态类成员，并指定该成员不影响类的外部可见状态（如常用的mutex，内存缓存，lazy evaluation和access instrumentation）。Const类实例的mutable成员是可以修改的。（注意：C++语法虽然把mutable作为storage-class-specifier，但是它并不影响存储类）。

### **5.10.2 解释**

For any type T (including incomplete types), other than [function type](http://en.cppreference.com/w/cpp/language/functions) or [reference type](http://en.cppreference.com/w/cpp/language/reference), there are three more distinct types in the C++ type system: *const-qualified* T, *volatile-qualified* T, and *const-volatile-qualified* T.

Note: [array types](http://en.cppreference.com/w/cpp/language/array) are considered to have the same cv-qualification as their element types.

When an object is first created, the cv-qualifiers used (which could be part of *decl-specifier-seq* or part of a *declarator*in a [declaration](http://en.cppreference.com/w/cpp/language/declarations), or part of *type-id* in a [new-expression](http://en.cppreference.com/w/cpp/language/new)) determine the constness or volatility of the object, as follows:

* ***const object*** - an object whose type is *const-qualified*, or a non-mutable subobject of a const object. Such object cannot be modified: attempt to do so directly is a compile-time error, and attempt to do so indirectly (e.g., by modifying the const object through a reference or pointer to non-const type) results in undefined behavior.
* ***volatile object*** - an object whose type is *volatile-qualified*, or a subobject of a volatile object, or a mutable subobject of a const-volatile object. Every access (read or write operation, member function call, etc.) made through a glvalue expression of volatile-qualified type is treated as a visible side-effect for the [purposes of optimization](http://en.cppreference.com/w/cpp/language/as_if) (that is, within a single thread of execution, volatile accesses cannot be optimized out or reordered with another visible side effect that is [sequenced-before](http://en.cppreference.com/w/cpp/language/eval_order) or sequenced-after the volatile access. This makes volatile objects suitable for communication with a [signal handler](http://en.cppreference.com/w/cpp/utility/program/signal), but not with another thread of execution, see [std::memory\_order](http://en.cppreference.com/w/cpp/atomic/memory_order)). Any attempt to refer to a volatile object through a non-volatile [glvalue](http://en.cppreference.com/w/cpp/language/value_category#glvalue) (e.g. through a reference or pointer to non-volatile type) results in undefined behavior.
* ***const volatile object*** - an object whose type is *const-volatile-qualified*, a non-mutable subobject of a const volatile object, a const subobject of a volatile object, or a non-mutable volatile subobject of a const object. Behaves as both a const object and as a volatile object.

对于任何类型T（包括不完整的类型），除了函数类型或引用类型，C++类型系统还有三种不同的类型：const限定类型，volatile限定类型，常量volatile限定类型

## 5.11 decltype-auto

## 5.12 alignas

# 6 初始化

## 6.1 Default initialization

## 6.2 Value initialization(C++03)

## 6.3 Copy initialization

## 6.4 Direct initialization

## 6.5 Aggregate initialization

## 6.6 List initialization(C++11)

## 6.7 Reference initialization

## 6.8 Static non-local initialization

## 6.9 zero - constant

## 6.10 Dynamic non-local initialization

## 6.11 ordered - unordered

# **7 函数**

7.1 函数声明

7.2 默认参数

7.3 可变参数

## **7.4 Lambda表达式(C++11)**

构造闭包：一个未命名的函数对象，能够捕获范围内的变量。

7.4.1. 语法讲解

1语法

[ captures ] <tparams>(optional)(c++20) (params) specifiers exception attr -> ret requires(optional) (c++20) { body } （1）

[ captures ] ( params ) -> ret { body } （2）

[ captures ] ( params ) { body } （3）

[ captures ] { body } （4）

（1）第一种情况是完整声明；

（2）声明一个常量lambda表达式：通过复制捕获的对象在lambda体中是const的。

（3）省略拖尾返回类型：闭包的操作符（）的返回类型是由下面规则决定的：

|  |
| --- |
| 1. 如果主体只包含带表达式的单个return语句，则返回类型是return表达式的类型（在左值到右值，数组到指针或函数到指针的隐式转换之后）。(until C++14) |
| 2. 否则，返回类型是void。(until C++14) |
| 返回类型是从return语句中推导出来的，仿佛用auto声明返回类型的函数一样。（C++14后） |

（4）省略参数列表：函数不带任何参数，就像参数列表是()一样。这种形式，只有在没有constexpr，mutable，异常说明，属性或拖尾返回类型的情况下才会使用。

2 解释

（1）captures

使用逗号分割的0或者多个捕获的列表，可以选择使用默认捕获开始。捕获列表通过以下方法进行传递（详细的介绍可以查看下面的描述）：

* [a, &b] a通过复制捕获，b通过引用捕获
* [this] 通过引用捕获当前对象
* [&] 通过引用捕获所有lambda表达式里使用的自动存储的变量，以及捕获当前对象，如果存在
* [=] 通过复制捕获所有lambda表达式里使用的自动存储的变量，以及捕获当前对象，如果存在
* [] 什么也不捕获

Lambda表达式也可以不通过捕获而使用一个变量，但是该变量必须具有：

* 是非局部变量，有static或thread local存储周期（在这种情况下，变量不能够被捕获）；
* 是使用常量表达式进行了初始化的引用。

Lambda表达式可以读取变量的值，不用捕获，但必须具有如下条件：

* 是const non-volatile 整形或枚举型且使用常量表达式进行初始化
* 常量表达式且不能复制构造的。

|  |  |
| --- | --- |
| Structured bindings不能被捕获 | C++17后 |

（2）<tparams> （C++20）

略。

（3）params

参数列表，像命名函数那样，C++14之前，默认参数不被允许。如果auto作为一个参数的类型，lambda是一个通用lambda。（C++14之后）

（4）specifiers

说明符的可选序列，允许使用一下说明符:

* mutable：允许在函数体内修改通过复制捕获的参数，且调用它们的non-const成员函数。
* constexpr：显式地指定函数调用操作符是一个constexpr函数。当这个说明服不存在时，如果恰好满足所有的constexpr函数要求，函数调用操作符总是constexpr。

（5）exception

provides the exception specification or the noexcept clause for operator() of the closure type

（6）attr

provides the attribute specification for operator() of the closure type

（7）ret

返回类型。如果不存在，就由函数return语句隐含指定（或者返回void类型）。

（8）requires

为闭包类型的operator()操作添加约束条件。

（9）body

函数体

Lambda表达式是一个纯右值表达式，它既不是union也不是aggregate（集合），就是一个未命名的class类型，称之为闭包类型。在最小的块作用域，类作用域或包含lambda的命名空间作用域中被声明（用于ADL） 表达。封闭类型有以下成员：

ClosureType::operator()(params)

|  |  |
| --- | --- |
| ret operator() (params) const {body} | 关键字mutable没有被使用 |
| ret operator() (params) {body} | 关键字mutable被使用 |
| template<template-params>  ret operator()(params) const { body } | （C++14之后）  通用Lambda表达式 |
| template<template-params>  ret operator()(params) { body } | （C++14之后）  通用Lambda表达式，关键字mutable被使用 |

当被调用时，执行lambda表达式的主体。当访问变量时，访问它捕获的复制变量（通过复制捕获的实体），或原始对象（通过引用捕获的实体）。除非在lambda表达式中使用关键字mutable，否则const限定的函数调用操作符和通过复制捕获的对象，在operator()内部是不可修改的。函数调用操作符永远不会是volatile限定或virtual限定的。

如果满足常量表达式函数的要求，函数调用操作符总是constexpr的。如果在Lambda表达式中使用了constexpr，那么它也是constexpr的。

对于在params中指定的每一个参数，它的类型被指定为auto，那么，按照参数的先后顺序，一个虚构的模板参数被添加到template-params中。如果params的相应函数成员是函数参数包，那么这个虚构的模板参数可能是一个参数包。

|  |
| --- |
| // generic lambda, operator() is a template with two parameters  auto glambda = [](auto a, auto&& b) { return a < b; };  bool b = glambda(4, 3.14); // ok  // generic lambda, operator() is a template with one parameter  auto vglambda = [](auto printer)  {  return [=](auto&&... ts) // 通用Lambda表达式, ts参数包  {  printer(std::forward<decltype(ts)>(ts)...);  return [=] { printer(ts...); }; // nullary lambda (takes no parameters)  };  };  auto p = vglambda([](auto v1, auto v2, auto v3)  { std::cout << v1 << v2 << v3; });  auto q = p(1, 'a', 3.14); // outputs 1a3.14  q(); // outputs 1a3.14 |

ClosureType's operator() cannot be explicitly instantiated or explicitly specialized.

If the lambda definition uses an explicit template parameter list, that template parameter list is used with operator(). For every parameter in params whose type is specified as auto, an additional invented template parameter is appended to the end of that template parameter list:

|  |  |
| --- | --- |
| // generic lambda, operator() is a template with two parameters  auto glambda = []<class T>(T a, auto&& b) { return a < b; };    // generic lambda, operator() is a template with one parameter pack  auto f = []<typename ...Ts>(Ts&& ...ts) {  return foo(std::forward<Ts>(ts)...);  }; | （C++20之后） |

the exception specification *exception* on the lambda-expression applies to the function-call operator or operator template.

For the purpose of [name lookup](http://en.cppreference.com/w/cpp/language/lookup), determining the type and value of the [this pointer](http://en.cppreference.com/w/cpp/language/this) and for accessing non-static class members, the body of the closure type's function call operator is considered in the context of the lambda-expression.

|  |
| --- |
| struct X {  int x, y;  int operator()(int);  void f()  {  // the context of the following lambda is the member function X::f  [=]()->int  {  return operator()(this->x + y); // X::operator()(this->x + (\*this).y)  // this has type X\*  };  }  }; |

ClosureType's operator() cannot be named in a [friend](http://en.cppreference.com/w/cpp/language/friend) declaration.

**Dangling references**

If a non-reference entity is captured by reference, implicitly or explicitly, and the function call operator of the closure object is invoked after the entity's lifetime has ended, undefined behavior occurs. The C++ closures do not extend the lifetimes of the captured references.

Same applies to the lifetime of the object pointed to by the captured this pointer.

|  |  |
| --- | --- |
| using F = ret(\*)(params);  operator F() const; | (capture-less non-generic lambda) |
| using F = ret(\*)(params);  constexpr operator F() const; | (capture-less non-generic lambda) |
| template<template-params> using fptr\_t = /\*see below\*/;  template<template-params> operator fptr\_t<template-params>() const; | (capture-less generic lambda) |
| template<template-params> using fptr\_t = /\*see below\*/;  template<template-params> operator fptr\_t<template-params>() const; | (capture-less generic lambda) |

This [user-defined conversion function](http://en.cppreference.com/w/cpp/language/cast_operator) is only defined if the capture list of the lambda-expression is empty. It is a public, constexpr (since C++17) non-virtual, non-explicit, const noexcept (since C++14) member function of the closure object.

|  |  |
| --- | --- |
| A generic captureless lambda has user-defined conversion function template with the same invented template parameter list as the function-call operator template. If the return type is empty or auto, it is obtained by return type deduction on the function template specialization, which, in turn, is obtained by [template argument deduction](http://en.cppreference.com/w/cpp/language/template_argument_deduction) for conversion function templates. | （C++14之后） |
| void f1(int (\*)(int)) {}  void f2(char (\*)(int)) {}  void h(int (\*)(int)) {} // #1  void h(char (\*)(int)) {} // #2  auto glambda = [](auto a) { return a; };  f1(glambda); // ok  f2(glambda); // error: not convertible  h(glambda); // ok: calls #1 since #2 is not convertible    int& (\*fpi)(int\*) = [](auto\* a)->auto& { return \*a; }; // ok |

The value returned by this conversion function is a pointer to a function with C++ [language linkage](http://en.cppreference.com/w/cpp/language/language_linkage) that, when invoked, has the same effect as invoking the closure object's function call operator directly.

|  |  |  |
| --- | --- | --- |
| This function is constexpr if the function call operator (or specialization, for generic lambdas) is constexpr.   |  | | --- | | auto Fwd= [](int(\*fp)(int), auto a){return fp(a);};  auto C=[](auto a){return a;};  static\_assert(Fwd(C,3)==3);//OK  auto NC=[](auto a){static int s; return a;};  static\_assert(Fwd(NC,3)==3); // error: no specialization can be constexpr because of s |   If the closure object's operator() has a non-throwing exception specification, then the pointer returned by this function has the type pointer to noexcept function. | （C++17之后） |

3 Lambda 捕获

字段captures是用逗号分隔的0或多个捕获的列表，可以选择使用默认捕获。唯一的默认捕获是

* & 通过引用隐式捕获odr-used[[2]](#footnote-2)自动存储变量
* = 通过复制隐式捕获odr-used自动变量

捕获的语法：

|  |  |
| --- | --- |
| identifier | 复制捕获 |
| identifier...... | 复制捕获，标识符列表 |
| identifier initializer | 使用初始化器的复制捕获 |
| & identifier | 引用捕获 |
| & identifier… | 引用捕获，标识符列表 |
| & identifier initializer | 使用初始化器的引用捕获 |
| this | 当前对象的引用捕获 |
| \*this | 当前对象的复制捕获 |

如果默认捕获是引用，那么后面的单个捕获就不能用引用&开始。

struct S2 { void f(int i); };

void S2::f(int i)

{

[&]{}; // OK: 默认的引用捕获

[&, i]{}; // OK: 引用捕获，i是复制捕获

[&, &i] {}; // Error: 默认捕获是引用时，后面的捕获不能再使用引用。

[&, this] {}; // OK, 等于[&]

[&, this, i]{}; // OK, 等于[&, i]

}

但是，如果默认捕获是=，那么后面单个捕获必须是&开始，或\*this（C++17后），或this（C++20后）。

struct S2 { void f(int i); };

void S2::f(int i)

{

[=]{}; // OK: 默认复制捕获

[=, &i]{}; // OK: 默认复制捕获，i是引用捕获

[=, \*this]{}; // until C++17: Error: invalid syntax

// since c++17: OK: captures the enclosing S2 by copy

[=, this] {}; // until C++20: Error: this when = is the default

// since C++20: OK, same as [=]

}

任何捕获只能出现一次：

struct S2 { void f(int i); };

void S2::f(int i)

{

[i, i] {}; // Error: i 重复

[this, \*this] {}; // Error: "this" 重复 (C++17)

}

只有在块作用域或默认成员初始化器中定义的lambda表达式，才会有默认捕获或者没有初始化的捕获。对于这样的lambda表达式，作用范围被定义为包括最内层嵌套的函数及其参数。

在没有初始化的情况下（除了this-capture），任何捕获中的标识符都会在lambda范围内使用通常的非限定名称查找来查找。查找的结果必须是在作用范围内声明的具有自动存储周期的变量。变量（或this）被明确地捕获。

|  |  |
| --- | --- |
| 使用初始化器的捕获，表现行为就像声明并显式捕获一个声明类型为auto的变量，它的声明域是lambda表达式的主体（也就是说，它不在初始化器的范围之内），除了：  如果捕获是通过复制实现，闭包对象的非静态数据成员就是引用那个自动变量的另一种方法；  如果捕获是通过引用，那么当闭包对象的生命周期结束时，引用变量的生命周期也就结束了。  这常用来捕获如x = std::move(x)move-only类型  int x = 4;  auto y = [&r = x, x = x + 1]()->int  {  r += 2;  return x \* x;  }(); // updates ::x to 6 and initializes y to 25. | C++14后 |

7.5 inline内联函数

## **7.6 参数依赖查找（ADL）**

**1. 举例说明**

参数依赖检查，又称为ADL（arguments dependent lookup）或Koenig查找，是在函数调用表达式中，也包括对重载运算符的隐式函数调用中，查找非限定函数名称的一组规则。除了通常的非限定名称查找所考虑的作用域和命名空间之外，这些函数名称还会被在其参数的命名空间中查找。

参数依赖检查使得使用定义在不同的命名空间里的操作符成为可能。例如：

#include <iostream>

int main()

// 在全局命名空间中没有操作符<<，但是ADL检查std命名空间，因为左边的参数在std中，且在

// 其中能找到std::operator<<(std::ostream&, const char\*)

std::cout << "Test\n";

// 相同，使用函数调用符号样式

operator<<(std::cout, "Test\n");

// 但是,下面这句就会报出"Error: 'endl' is not declared in this namespace"这样的错误

// 因为这对于endl()来说，并不是一个函数调用，所以ADL并不适用

std::cout << endl;

// OK：这是一个函数调用，ADL检查std命名空间，因为endl的参数在std命名空间里,能够发现std::endl

endl(std::cout);

// 但是, 下面这句就会报出"Error: 'endl' is not declared in this namespace"这样的错误

// 因为子表达式(endl)不是一个函数调用表达式

(endl)(std::cout);

}

**2 详细介绍**

First, the argument-dependent lookup is not considered if the lookup set produced by usual [unqualified lookup](http://en.cppreference.com/w/cpp/language/lookup) contains any of the following:

1) 类成员声明

2) a declaration of a function at block scope (that's not a [using-declaration](http://en.cppreference.com/w/cpp/language/namespace#Using-declarations))

3) any declaration that is not a function or a function template (e.g. a function object or another variable whose name conflicts with the name of the function that's being looked up)

Otherwise, for every argument in a function call expression its type is examined to determine the *associated set of namespaces and classes* that it will add to the lookup.

1) For arguments of fundamental type, the associated set of namespaces and classes is empty

2) For arguments of class type (including union), the set consists of

a) The class itself

b) All of its direct and indirect base classes

c) If the class is a [member of another class](http://en.cppreference.com/w/cpp/language/nested_types), the class of which it is a member

d) The innermost enclosing namespaces in the classes added to the set

3) For arguments whose type is a [class template](http://en.cppreference.com/w/cpp/language/class_template) specialization, in addition to the class rules, the following types are examined and their associated classes and namespaces are added to the set

a) The types of all template arguments provided for type template parameters (skipping non-type template parameters and skipping template template parameters)

b) The namespaces in which any template template arguments are members

c) The classes in which any template template arguments are members (if they happen to be class member templates)

4) For arguments of enumeration type, the namespace in which the enumeration is defined is added to the set. If the enumeration type is a member of a class, that class is added to the set.

5) For arguments of type pointer to T or pointer to an array of T, the type T is examined and its associated set of classes and namespaces is added to the set.

6) For arguments of function type, the function parameter types and the function return type are examined and their associated set of classes and namespaces are added to the set.

7) For arguments of type pointer to member function F of class X, the function parameter types, the function return type, and the class X are examined and their associated set of classes and namespaces are added to the set.

8) For arguments of type pointer to data member T of class X, the member type and the type X are both examined and their associated set of classes and namespaces are added to the set.

9) If the argument is the name or the [address-of expression for a set of overloaded functions](http://en.cppreference.com/w/cpp/language/overloaded_address) (or function templates), every function in the overload set is examined and its associated set of classes and namespaces is added to the set.

a) Additionally, if the set of overloads is named by a template-id (template name with template arguments), all of its type template arguments and template template arguments (but not non-type template arguments) are examined and their associated set of classes and namespaces are added to the set.

If any namespace in the associated set of classes and namespaces is an [inline namespace](http://en.cppreference.com/w/cpp/language/namespace), its enclosing namespace is also added to the set.

If any namespace in the associated set of classes and namespaces directly contains an inline namespace, that inline namespace is added to the set.

After the associated set of classes and namespaces is determined, all declarations found in classes of this set are discarded for the purpose of further ADL processing, except namespace-scoped friend functions and function templates, as stated in point 2 below .

The set of declarations found by ordinary [unqualified lookup](http://en.cppreference.com/w/cpp/language/lookup) and the set of declarations found in all elements of the associated set produced by ADL, are merged, with the following special rules

1) [using-directives](http://en.cppreference.com/w/cpp/language/namespace#Using-directives) in the associated namespaces are ignored

2) namespace-scoped friend functions (and function templates) that are declared in an associated class are visible through ADL even if they are not visible through ordinary lookup

3) all names except for the functions and function templates are ignored (no collision with variables)

**Notes**

Because of argument-dependent lookup, non-member functions and non-member operators defined in the same namespace as a class are considered part of the public interface of that class (if they are found through ADL) [[1]](http://en.cppreference.com/w/cpp/language/adl#cite_note-1).

ADL is the reason behind the established idiom for swapping two objects in generic code:

|  |
| --- |
| using std::swap;  swap(obj1, obj2); |

because calling [std::swap](http://en.cppreference.com/w/cpp/algorithm/swap)(obj1, obj2) directly would not consider the user-defined swap() functions that could be defined in the same namespace as the types of obj1 or obj2, and just calling the unqualified swap(obj1, obj2)would call nothing if no user-defined overload was provided. In particular, [std::iter\_swap](http://en.cppreference.com/w/cpp/algorithm/iter_swap) and all other standard library algorithms use this approach when dealing with [Swappable](http://en.cppreference.com/w/cpp/concept/Swappable) types.

Name lookup rules make it impractical to declare operators in global or user-defined namespace that operate on types from the std namespace, e.g. a custom operator>> or operator+ for [std::vector](http://en.cppreference.com/w/cpp/container/vector) or for [std::pair](http://en.cppreference.com/w/cpp/utility/pair) (unless the element types of the vector/pair are user-defined types, which would add their namespace to ADL). Such operators would not be looked up from template instantiations, such as the standard library algorithms. See [dependent names](http://en.cppreference.com/w/cpp/language/dependent_name)for further details.

ADL can find a [friend function](http://en.cppreference.com/w/cpp/language/friend) (typically, an overloaded operator) that is defined entirely within a class or class template, even if it was never declared at namespace level.

|  |
| --- |
| template<typename T>  struct number  {  number(int);  friend number gcd(number x, number y) { return 0; }; // definition within  // a class template  };  // unless a matching declaration is provided gcd is an invisible (except through ADL)  // member of this namespace  void g() {  number<double> a(3), b(4);  a = gcd(a,b); // finds gcd because number<double> is an associated class,  // making gcd visible in its namespace (global scope)  // b = gcd(3,4); // Error; gcd is not visible  } |

Although a function call can be resolved through ADL even if ordinary lookup finds nothing, a function call to a [function template](http://en.cppreference.com/w/cpp/language/function_template) with explicitly-specified template arguments requires that there is a declaration of the template found by ordinary lookup (otherwise, it is a syntax error to encounter an unknown name followed by a less-than character)

|  |
| --- |
| namespace N1 {  struct S {};  template<int X> void f(S);  }  namespace N2 {  template<class T> void f(T t);  }  void g(N1::S s) {  f<3>(s); // Syntax error (unqualified lookup finds no f)  N1::f<3>(s); // OK, qualified lookup finds the template 'f'  N2::f<3>(s); // Error: N2::f does not take a non-type parameter  // N1::f is not looked up because ADL only works  // with unqualified names  using N2::f;  f<3>(s); // OK: Unqualified lookup now finds N2::f  // then ADL kicks in because this name is unqualified  // and finds N1::f  } |

In the following contexts ADL-only lookup (that is, lookup in associated namespaces only) takes place:

* the lookup of non-member functions begin and end performed by the [range-for](http://en.cppreference.com/w/cpp/language/range-for) loop if member lookup fails
* the [dependent name lookup](http://en.cppreference.com/w/cpp/language/dependent_name#Lookup_rules) from the point of template instantiation.

|  |
| --- |
| * the lookup of non-member function get performed by [structured binding declaration](http://en.cppreference.com/w/cpp/language/structured_binding) for tuple-like types (since C++17) |

**Examples**

|  |
| --- |
| namespace A {  struct X;  struct Y;  void f(int);  void g(X);  }    namespace B {  void f(int i) {  f(i); // calls B::f (endless recursion)  }  void g(A::X x) {  g(x); // Error: ambiguous between B::g (ordinary lookup)  // and A::g (argument-dependent lookup)  }  void h(A::Y y) {  h(y); // calls B::h (endless recursion): ADL examines the A namespace  // but finds no A::h, so only B::h from ordinary lookup is used  }  } |

## **7.7 Overload resolution**

In order to compile a function call, the compiler must first perform [name lookup](http://en.cppreference.com/w/cpp/language/lookup), which, for functions, may involve [argument-dependent lookup](http://en.cppreference.com/w/cpp/language/adl), and for function templates may be followed by [template argument deduction](http://en.cppreference.com/w/cpp/language/template_argument_deduction). If these steps produce more than one *candidate function*, then *overload resolution* is performed to select the function that will actually be called.

In general, the candidate function whose parameters match the arguments most closely is the one that is called.

For other contexts where overloaded function names can appear, see [taking the address of an overloaded function](http://en.cppreference.com/w/cpp/language/overloaded_address).

1. 详细内容

Before overload resolution begins, the functions selected by name lookup and template argument deduction are combined to form the set of *candidate functions* (the exact criteria depend on the context in which overload resolution takes place, see below).

If any candidate function is a [member function](http://en.cppreference.com/w/cpp/language/member_functions) (static or non-static), but not a constructor, it is treated as if it has an extra parameter (*implicit object parameter*) which represents the object for which they are called and appears before the first of the actual parameters.

Similarly, the object on which a member function is being called is prepended to the argument list as the *implied object argument*.

For member functions of class X, the type of the implicit object parameter is affected by cv-qualifications and ref-qualifications of the member function as described in [member functions](http://en.cppreference.com/w/cpp/language/member_functions).

The user-defined conversion functions are considered to be members of the *implied object argument* for the purpose of determining the type of the *implicit object parameter*.

The member functions introduced by a using-declaration into a derived class are considered to be members of the derived class for the purpose of defining the type of the *implicit* object parameter*.*

For the static member functions, the *implicit object parameter* is considered to match any object: its type is not examined and no conversion sequence is attempted for it.

For the rest of overload resolution, the *implied object argument* is indistinguishable from other arguments, but the following special rules apply to the *implicit object parameter*:

1) user-defined conversions cannot be applied to the implicit object parameter

2) rvalues can be bound to non-const implicit object parameter (unless this is for a ref-qualified member function)(since C++11) and do not affect the ranking of the implicit conversions.

|  |
| --- |
| struct B { void f(int); };  struct A { operator B&(); };  A a;  a.B::f(1); // Error: user-defined conversions cannot be applied  // to the implicit object parameter  static\_cast<B&>(a).f(1); // OK |

**Candidate functions**

The set of candidate functions and the list of arguments is prepared in a unique way for each of the contexts where overload resolution is used:

**Call to a named function**

If E in a [function call expression](http://en.cppreference.com/w/cpp/language/operator_other#Built-in_function_call_operator) E(args) names a set of overloaded functions and/or function templates (but not callable objects), the following rules are followed:

* If the expression E has the form PA->B or A.B (where A has class type cv T), then B is [looked up](http://en.cppreference.com/w/cpp/language/lookup) as a member function of T. The function declarations found by that lookup are the candidate functions. The argument list for the purpose of overload resolution has the implied object argument of type cv T.
* If the expression E is a [primary expression](http://en.cppreference.com/w/cpp/language/expressions#Primary_expressions), the name is [looked up](http://en.cppreference.com/w/cpp/language/lookup) following normal rules for function calls (which may involve [ADL](http://en.cppreference.com/w/cpp/language/adl)). The function declarations found by this lookup are (due to the way lookup works) either:

a) all non-member functions (in which case the argument list for the purpose of overload resolution is exactly the argument list used in the function call expression)

b) all member functions of some class T, in which case, if [this](http://en.cppreference.com/w/cpp/language/this) is in scope and refers to T, \*this is used as the implied object argument. Otherwise (if this is not in scope or does not point to T, a fake object of type T is used as the implied object argument, and if overload resolution subsequently selects a non-static member function, the program is ill-formed.

**Call to a class object**

If E in a [function call expression](http://en.cppreference.com/w/cpp/language/operator_other#Built-in_function_call_operator) E(args) has class type cv T, then

* The function-call operators of T are obtained by ordinary [lookup](http://en.cppreference.com/w/cpp/language/lookup) of the name operator() in the context of the expression (E).operator(), and every declaration found is added to the set of candidate functions.
* For each non-explicit [user-defined conversion function](http://en.cppreference.com/w/cpp/language/cast_operator) in T or in a base of T (unless hidden), whose cv-qualifiers is same or greater than T's cv-qualifiers, and where the conversion function converts to:
* to pointer-to-function
* to reference-to-pointer-to-function
* to reference-to-function

then a *surrogate call function* with a unique name whose first parameter is the result of the conversion, the remaining parameters are the parameter-list accepted by the result of the conversion, and the return type is the return type of the result of the conversion, is added to the set of candidate functions. If this surrogate function is selected by the subsequent overload resolution, then the user-defined conversion function will be called and then the result of the conversion will be called.

In any case, the argument list for the purpose of overload resolution is the argument list of the function call expression preceded by the implied object argument E (when matching against the surrogate function, the user-defined conversion will automatically convert the implied object argument to the first argument of the surrogate function).

|  |
| --- |
| int f1(int);  int f2(float);  struct A {  using fp1 = int(\*)(int);  operator fp1() { return f1; } // conversion function to pointer to function  using fp2 = int(\*)(float);  operator fp2() { return f2; } // conversion function to pointer to function  } a;  int i = a(1); // calls f1 via pointer returned from conversion function |

**Call to an overloaded operator**

If at least one of the arguments to an operator in an expression has a class type or an enumeration type, both [builtin operators](http://en.cppreference.com/w/cpp/language/expressions#Operators) and [user-defined operator overloads](http://en.cppreference.com/w/cpp/language/operators) participate in overload resolution, with the set of candidate functions selected as follows:

For a unary operator **@** whose argument has type T1 (after removing cv-qualifications), or binary operator **@** whose left operand has type T1 and right operand of type T2 (after removing cv-qualifications), three sets of candidate functions are prepared:

1) *member candidates*: if T1 is a complete class or a class currently being defined, the set of member candidates is the result of [qualified name lookup](http://en.cppreference.com/w/cpp/language/lookup) of T1::operator@. In all other cases, the set of member candidates is empty.

2) *non-member candidates*: For the operators where [operator overloading](http://en.cppreference.com/w/cpp/language/operators) permits non-member forms, all declarations found by [unqualified name lookup](http://en.cppreference.com/w/cpp/language/lookup) of operator@ in the context of the expression (which may involve [ADL](http://en.cppreference.com/w/cpp/language/adl)), except that member function declarations are ignored and do not prevent the lookup from continuing into the next enclosing scope. If both operands of a binary operator or the only operand of a unary operator has enumeration type, the only functions from the lookup set that become non-member candidates are the ones whose parameter has that enumeration type (or reference to that enumeration type)

3) *built-in candidates*: For operator,, the unary operator&, and the operator->, the set of built-in candidates is empty. For other operators built-in candidates are the ones listed in [built-in operator pages](http://en.cppreference.com/w/cpp/language/expressions#Operators) as long as all operands can be implicitly converted to their parameters. If any built-in candidate has the same parameter list as a non-member candidate that isn't a function template specialization, it is not added to the list of built-in candidates. When the built-in assignment operators are considered, the conversions from their left-hand arguments are restricted: user-defined conversions are not considered.

The set of candidate functions to be submitted for overload resolution is a union of the three sets above. The argument list for the purpose of overload resolution consists of the operands of the operator except for operator->, where the second operand is not an argument for the function call (see [member access operator](http://en.cppreference.com/w/cpp/language/operator_member_access#Built-in_member_access_operators)).

|  |
| --- |
| struct A {  operator int(); // user-defined conversion  };  A operator+(const A&, const A&); // non-member user-defined operator  void m()  {  A a, b;  a + b; // member-candidates: none  // non-member candidates: operator+(a,b)  // built-in candidates: int(a) + int(b)  // overload resolution chooses operator+(a,b)  } |

If the overload resolution selects a built-in candidate, the [user-defined conversion sequence](http://en.cppreference.com/w/cpp/language/implicit_cast) from an operand of class type is not allowed to have a second standard conversion sequence: the user-defined conversion function must give the expected operand type directly:

|  |
| --- |
| struct Y { operator int\*(); }; // Y is convertible to int\*  int \*a = Y() + 100.0; // error: no operator+ between pointer and double |

For operator,, the unary operator&, and operator->, if there are no viable functions (see below) in the set of candidate functions, then the operator is reinterpreted as a built-in.

**Initialization by constructor**

When an object of class type is [direct-initialized](http://en.cppreference.com/w/cpp/language/direct_initialization) or [default-initialized](http://en.cppreference.com/w/cpp/language/default_initialization) outside a [copy-initialization](http://en.cppreference.com/w/cpp/language/copy_initialization) context, the candidate functions are all constructors of the class being initialized. The argument list is the expression list of the initializer.

When an object of class type is copy-initialized from an object of the same or derived class type, or default-initialized in a copy-initialization context, the candidate functions are all [converting constructors](http://en.cppreference.com/w/cpp/language/converting_constructor) of the class being initialized. The argument list is the expression of the initializer.

**Copy-initialization by conversion**

If [copy-initialization](http://en.cppreference.com/w/cpp/language/copy_initialization) of an object of class type requires that a [user-defined conversion function](http://en.cppreference.com/w/cpp/language/cast_operator) is called to convert the initializer expression of type cv S to the type cv T of the object being initialized, the following functions are candidate functions:

* all [converting constructors](http://en.cppreference.com/w/cpp/language/converting_constructor) of T
* the non-explicit conversion functions from S and its base classes (unless hidden) to T or class derived from T or a reference to such. If this copy-initialization is part of the direct-initialization sequence of *cv* T (initializing a reference to be bound to the first parameter of a constructor that takes a reference to cv T), then explicit conversion functions are also considered.

Either way, the argument list for the purpose of overload resolution consists of a single argument which is the initializer expression, which will be compared against the first argument of the constructor or against the implicit object argument of the conversion function.

**Non-class initialization by conversion**

When initialization of an object of non-class type cv1 T requires a [user-defined conversion function](http://en.cppreference.com/w/cpp/language/cast_operator) to convert from an initializer expression of class type cv S, the following functions are candidates:

* the non-explicit user-defined conversion functions of S and its base classes (unless hidden) that produce type T or a type convertible to T by a [standard conversion sequence](http://en.cppreference.com/w/cpp/language/implicit_cast), or a reference to such type. cv qualifiers on the returned type are ignored for the purpose of selecting candidate functions.
* if this is [direct-initialization](http://en.cppreference.com/w/cpp/language/direct_initialization), the explicit user-defined conversion functions of S and its base classes (unless hidden) that produce type T or a type convertible to T by a [qualification conversion](http://en.cppreference.com/w/cpp/language/implicit_cast), or a reference to such type, are also considered.

Either way, the argument list for the purpose of overload resolution consists of a single argument which is the initializer expression, which will be compared against the implicit object argument of the conversion function.

**Reference initialization by conversion**

During [reference initialization](http://en.cppreference.com/w/cpp/language/reference_initialization), where the reference to cv1 T is bound to the glvalue or class prvalue result of a conversion from the initializer expression from the class type cv2 S, the following functions are selected for the candidate set:

* the non-explicit user-defined conversion functions of S and its base classes (unless hidden) to the type
* (when initializing lvalue reference or rvalue reference to function) lvalue reference to cv2 T2
* (when initializing rvalue reference or lvalue reference to function) cv2 T2 or rvalue reference to cv2 T2

where cv2 T2 is reference-compatible with cv1 T

* for direct initializaton, the explicit user-defined conversion functions are also considered if T2 is the same type as T or can be converted to type T with a qualification conversion.

Either way, the argument list for the purpose of overload resolution consists of a single argument which is the initializer expression, which will be compared against the implicit object argument of the conversion function.

**List-initialization**

When an object of non-aggregate class type T is [list-initialized](http://en.cppreference.com/w/cpp/language/list_initialization), two-phase overload resolution takes place.

* at phase 1, the candidate functions are all initializer-list constructors of T and the argument list for the purpose of overload resolution consists of a single initializer list argument
* if overload resolution fails at phase 1, phase 2 is entered, where the candidate functions are all constructors of Tand the argument list for the purpose of overload resolution consists of the individual elements of the initializer list.

If the initializer list is empty and T has a default constructor, phase 1 is skipped.

In copy-list-initialization, if phase 2 selects an explicit constructor, the initialization is ill-formed (as opposed to all over copy-initializations where explicit constructors are not even considered).

**Viable functions**

Given the set of candidate functions, constructed as described above, the next step of overload resolution is examining arguments and parameters to reduce the set to the set of *viable functions*

To be included in the set of viable functions, the candidate function must satisfy the following:

1) If there are M arguments, the candidate function that has exactly M parameters is viable

2) If the candidate function has less than M parameters, but has an [ellipsis parameter](http://en.cppreference.com/w/cpp/language/variadic_arguments), it is viable.

3) If the candidate function has more than M parameters and the M+1'st parameter and all parameters that follow must have default arguments, it is viable. For the rest of overload resolution, the parameter list is truncated at M.

|  |  |
| --- | --- |
| 4) If the function has an associated [constraint](http://en.cppreference.com/w/cpp/language/constraints), it must be satisfied | (since C++20) |

5) For every argument there must be at least one implicit conversion sequence that converts it to the corresponding parameter.

6) If any parameter has reference type, reference binding is accounted for at this step: if an rvalue argument corresponds to non-const lvalue reference parameter or an lvalue argument corresponds to rvalue reference parameter, the function is not viable.

User-defined conversions (both converting constructors and user-defined conversion functions) are prohibited from taking part in implicit conversion sequence where it would make it possible to apply more than one user-defined conversion. Specifically, they are prohibited if the target of the conversion is the first parameter of a constructor or the implicit object parameter of a user-defined conversion function, and that constructor/user-defined conversion is a candidate for

* copy-initialization of a class by user-defined conversion,
* initialization by a conversion function,
* initialization by conversion function for direct reference binding,
* initialization by constructor where the argument is a temporary in class copy-initialization,
* initialization by list-initialization where the initializer list has exactly one element that is itself an initializer list, and the target is the first parameter of a constructor of class X, and the conversion is to X or reference to (possibly cv-qualified) X

|  |
| --- |
| struct A { A(int); };  struct B { B(A); };  B b{ {0} }; // list-init of B  // candidates: B(const B&), B(B&&), B(A)  // {0} -> B&& not viable: would have to call B(A)  // {0} -> const B&: not viable: would have to bind to rvalue, would have to call B(A)  // {0} -> A viable. Calls A(int): user-defined conversion to A is not banned |

**Best viable function**

For each pair of viable function F1 and F2, the implicit conversion sequences from the i-th argument to i-th parameter are ranked to determine which one is better (except the first argument, the *implicit object argument* for static member functions has no effect on the ranking)

F1 is determined to be a better function than F2 if implicit conversions for all arguments of F1 are *not worse* than the implicit conversions for all arguments of F2, and

1) there is at least one argument of F1 whose implicit conversion is *better* than the corresponding implicit conversion for that argument of F2

2) or. if not that, (only in context of non-class initialization by conversion), the standard conversion sequence from the return type of F1 to the type being initialized is *better* than the standard conversion sequence from the return type of F2

3) or, if not that, F1 is a non-template function while F2 is a template specialization

4) or, if not that, F1 and F2 are both template specializations and F1 is *more specialized* according to the [partial ordering rules for template specializations](http://en.cppreference.com/w/cpp/language/function_template#Function_template_overloading)

|  |  |
| --- | --- |
| 5) or, if not that, F1 and F2 are non-template functions with the same parameter-type-lists, and F1 is more constrained than F2 according to the [partial ordering of constraints](http://en.cppreference.com/w/cpp/language/constraints) | (since C++20) |

|  |
| --- |
| 6) or, if not that, F1 is generated from a [user-defined deduction-guide](http://en.cppreference.com/w/cpp/language/deduction_guide) and F2 is not  7) or, if not that, F1 is the [copy deduction candidate](http://en.cppreference.com/w/cpp/language/deduction_guide) and F2 is not  8) or, if not that, F1 is generated from a non-template constructor and F2 is generated from a constructor template |

|  |
| --- |
| template <class T> struct A {  using value\_type = T;  A(value\_type); // #1  A(const A&); // #2  A(T, T, int); // #3  template<class U> A(int, T, U); // #4  }; // #5 is A(A), the copy deduction candidate  A x (1, 2, 3); // uses #3, generated from a non-template constructor  template <class T> A(T) -> A<T>; // #6, less specialized than #5  A a (42); // uses #6 to deduce A<int> and #1 to initialize  A b = a; // uses #5 to deduce A<int> and #2 to initialize  template <class T> A(A<T>) -> A<A<T>>; // #7, as specialized as #5  A b2 = a; // uses #7 to deduce A<A<int>> and #1 to initialize |

These pair-wise comparisons are applied to all viable functions. If exactly one viable function is better than all others, overload resolution succeeds and this function is called. Otherwise, compilation fails.

|  |
| --- |
| void Fcn(const int\*, short); // overload #1  void Fcn(int\*, int); // overload #2  int i;  short s = 0;  void f() {  Fcn(&i, 1L); // 1st argument: &i -> int\* is better than &i -> const int\*  // 2nd argument: 1L -> short and 1L -> int are equivalent  // calls Fcn(int\*, int)    Fcn(&i,'c'); // 1st argument: &i -> int\* is better than &i -> const int\*  // 2nd argument: 'c' -> int is better than 'c' -> short  // calls Fcn(int\*, int)    Fcn(&i, s); // 1st argument: &i -> int\* is better than &i -> const int\*  // 2nd argument: s -> short is better than s -> int  // no winner, compilation error  } |

**Ranking of implicit conversion sequences**

The argument-parameter implicit conversion sequences considered by overload resolution correspond to [implicit conversions](http://en.cppreference.com/w/cpp/language/implicit_cast) used in [copy initialization](http://en.cppreference.com/w/cpp/language/copy_initialization) (for non-reference parameters), except that when considering conversion to the implicit object parameter or to the left-hand side of assignment operator, conversions that create temporary objects are not considered.

Each [type of standard conversion sequence](http://en.cppreference.com/w/cpp/language/implicit_cast) is assigned one of three ranks:

1) **Exact match**: no conversion required, lvalue-to-rvalue conversion, qualification conversion, function pointer conversion, (since C++17) user-defined conversion of class type to the same class

2) **Promotion**: integral promotion, floating-point promotion

3) **Conversion**: integral conversion, floating-point conversion, floating-integral conversion, pointer conversion, pointer-to-member conversion, boolean conversion, user-defined conversion of a derived class to its base

The rank of the standard conversion sequence is the worst of the ranks of the standard conversions it holds (there may be up to [three conversions](http://en.cppreference.com/w/cpp/language/implicit_cast))

Binding of a reference parameter directly to the argument expression is either Identity or a derived-to-base Conversion:

|  |
| --- |
| struct Base {};  struct Derived : Base {} d;  int f(Base&); // overload #1  int f(Derived&); // overload #2  int i = f(d); // d -> Derived& has rank Exact Match  // d -> Base& has rank Conversion  // calls f(Derived&) |

Since ranking of conversion sequences operates with types and value categories only, a [bit field](http://en.cppreference.com/w/cpp/language/bit_field) can bind to a reference argument for the purpose of ranking, but if that function gets selected, it will be ill-formed.

1) A standard conversion sequence is always *better* than a user-defined conversion sequence or an ellipsis conversion sequence.

2) A user-defined conversion sequence is always *better* than an [ellipsis conversion](http://en.cppreference.com/w/cpp/language/variadic_arguments) sequence

3) A standard conversion sequence S1 is *better* than a standard conversion sequence S2 if

a) S1 is a subsequence of S2, excluding lvalue transformations. The identity conversion sequence is considered a subsequence of any other conversion

b) Or, if not that, the rank of S1 is better than the rank of S2

c) or, if not that, both S1 and S2 are binding to a reference parameter to something other than the implicit object parameter of a ref-qualified member function, and S1 binds an rvalue reference to an rvalue while S2binds an lvalue reference to an rvalue

|  |
| --- |
| int i;  int f1();  int g(const int&); // overload #1  int g(const int&&); // overload #2  int j = g(i); // lvalue int -> const int& is the only valid conversion  int k = g(f1()); // rvalue int -> const int&& better than rvalue int -> const int& |

d) or, if not that, both S1 and S2 are binding to a reference parameter and S1 binds an lvalue reference to function while S2 binds an rvalue reference to function.

|  |
| --- |
| int f(void(&)()); // overload #1  int f(void(&&)()); // overload #2  void g();  int i1 = f(g); // calls #1 |

e) or, if not that, both S1 and S2 are binding to a reference parameters only different in top-level cv-qualification, and S1's type is less cv-qualified than S2's.

|  |
| --- |
| int f(const int &); // overload #1  int f(int &); // overload #2 (both references)  int g(const int &); // overload #1  int g(int); // overload #2  int i;  int j = f(i); // lvalue i -> int& is better than lvalue int -> const int&  // calls f(int&)  int k = g(i); // lvalue i -> const int& ranks Exact Match  // lvalue i -> rvalue int ranks Exact Match  // ambiguous overload: compilation error |

f) Or, if not that, S1 and S2 only differ in qualification conversion, and the cv-qualification of the result of S1 is a subset of the cv-qualification of the result of S2

|  |
| --- |
| int f(const int\*);  int f(int\*);  int i;  int j = f(&i); // &i -> int\* is better than &i -> const int\*, calls f(int\*) |

4) A user-defined conversion sequence U1 is better than a user-defined conversion sequence U2 if they call the same constructor/user-defined conversion function or initialize the same class with aggregate-initialization, and in either case the second standard conversion sequence in U1 is better than the second standard conversion sequence in U2

|  |
| --- |
| struct A {  operator short(); // user-defined conversion function  } a;  int f(int); // overload #1  int f(float); // overload #2  int i = f(a); // A -> short, followed by short -> int (rank Promotion)  // A -> short, followed by short -> float (rank Conversion)  // calls f(int) |

5) A list-initialization sequence L1 is *better* than list-initialization sequence L2 if L1 initializes an [std::initializer\_list](http://en.cppreference.com/w/cpp/utility/initializer_list) parameter, while L2 does not.

|  |
| --- |
| void f1(int); // #1  void f1(std::initializer\_list<long>); // #2  void g1() { f1({42}); } // chooses #2    void f2(std::pair<const char\*, const char\*>); // #3  void f2(std::initializer\_list<std::string>); // #4  void g2() { f2({"foo","bar"}); } // chooses #4 |

6) A list-initialization sequence L1 is better than list-initialization sequence L2 if the corresponding parameters are references to arrays, and L1 converts to type "array of N1 T," L2 converts to type "array of N2 T", and N1 is smaller than N2.

## 7.8 Operator overloading

## 7.9 重载集的地址

Besides [function-call expressions](http://en.cppreference.com/w/cpp/language/operator_other), where [overload resolution](http://en.cppreference.com/w/cpp/language/overload_resolution) takes place, the name of an overloaded function may appear in the following 7 contexts:

除了函数调用表达式（其中发生重载解析）之外，重载函数的名称可能会出现在以下7个上下文中：

1) 对象或引用的初始化中

2) 赋值表达式的右边

3) 作为函数调用参数

4) 作为用户自定义操作符参数

5) return语句

6) [explicit cast](http://en.cppreference.com/w/cpp/language/explicit_cast) 或 [static cast](http://en.cppreference.com/w/cpp/language/static_cast) 参数

7) 无类型 [template argument](http://en.cppreference.com/w/cpp/language/template_parameters)

In each context, the name of an overloaded function may be preceded by address-of operator **&** and may be enclosed in a redundant set of parentheses.

In all these contexts, the function selected from the overload set is the function whose type matches the pointer to function, reference to function, or pointer to member function type that is expected by *target*: the object or reference being initialized, the left-hand side of the assignment, function or operator parameter, the return type of a function, the target type of a cast, or the type of the template parameter, respectively.

The type of the function must match the target exactly, no implicit conversions are considered (e.g. a function returning a pointer to derived won't get selected when initializing a pointer to function returning a pointer to base)

If the function name names a function template, then, first, [template argument deduction](http://en.cppreference.com/w/cpp/language/template_argument_deduction) is done, and if it succeeds, it produces a single template specialization which is added to the set of overloads to consider. All functions whose associated [constraints](http://en.cppreference.com/w/cpp/language/constraints) are not satisfied are dropped from the set. (since C++20) If more than one function from the set matches the target, and at least one function is non-template, the template specializations are eliminated from consideration. For any pair of non-template functions where one is [more constrained](http://en.cppreference.com/w/cpp/language/constraints) than another, the less constrained function is dropped from the set (since C++20). If all remaining candidates are template specializations, [less specialized](http://en.cppreference.com/w/cpp/language/partial_specialization) ones are removed if more specialized are available. If more than one candidate remains after the removals, the program is ill-formed.

# 8 statements

## 8.1 if - switch

## 8.2 for - range-for(C++11)

## 8.3 while - do-while

## 8.4 continue - break - goto - return

## 8.5 synchronized and atomic(TM TS)

# **9 类**

## 9.1 Class types - Union types

### **9.1.1 类声明**

类和结构体是用户使用class声明符定义的类型，它出现在声明语法的decl-specifier-seq（声明说明符序列）中。class说明符具有下面的语法：

class-key attr class-head-name base-clause { member-specification }

说明如下：

|  |  |
| --- | --- |
| class-key | 关键字class或struct。 |
| attr(C++11) | 任意数量的属性的可选序列可以包括[alignas说明符](#_5.12_alignas) |
| class-head-name | 类名称。可以选择合格，可选择关键字final。这个名字可以省略，在这种情况下，这个类是未命名的（请注意，未命名的类不能是final） |
| base-clause | 一个或多个父类的可选列表以及用于每个父类的继承模型（请参阅[派生类](#_9.5_派生类_-)） |
| member-specification | 访问说明符，成员对象和成员函数声明和定义的列表（见下文） |

## 9.2 injected-class-name

## **9.3 类成员**

### **9.3.1 非静态数据成员**

#### 9.3.1.1 布局

#### 9.3.1.2 标准布局

#### 9.3.1.3 成员初始化

#### 9.3.1.4 使用

### 9.3.2 非静态函数成员

## 9.4 Static members - Nested classes

## 9.5 派生类 - using-declaration

## 9.6 Virtual function - Abstract class

## 9.7 Member access - friend

## 9.8 override(C++11) - final(C++11)

## 9.9 Bit fields - The this pointer

## 9.10 Constructors and member initializer lists

## 9.11 Default constructor – Destructor

## 9.12 Copy constructor - Copy assignment

## 9.13 Move constructor(C++11) - Move assignment(C++11)

## 9.14 Converting constructor - explicit specifier

# **10 Templates**

A template is a C++ entity that defines one of the following:

* a family of classes (class template), which may be nested classes
* a family of functions (function template), which may be member functions
* an alias to a family of types (alias template) (since C++11)
* a family of variables (variable template) (since C++14)
* a concept (constraints and concepts) (since C++20)

## 10.1 Template parameters and arguments

## 10.2 Class template - Function template

## 10.3 Class member template

## 10.4 Variable template(C++14)

## 10.5 Template argument deduction

## 10.6 Explicit specialization

## 10.7 Class template argument deduction(C++17)

## 10.8 Partial specialization

## **10.9 Parameter pack**

A template parameter pack is a template parameter that accepts zero or more template arguments (non-types, types, or templates). A function parameter pack is a function parameter that accepts zero or more function arguments.

A template with at least one parameter pack is called a variadic template.

## 10.10 Fold-expressions(C++17)

## 10.11 Dependent names - SFINAE

## 10.12 Constraints and concepts (C++20)

# **11 异常**

# **12 其它**

## 12.1 C++历史

## 12.2 扩展命名空间std

## 12.3 未定义行为

## 12．4 RAII - Rule of three/five/zero

## 12.5 As-if rule - Copy elision

## **12.6 空基优化**

允许空的基(base)子对象的大小为零。

12.6.1 解释

即使类型是空类类型（即没有非静态数据成员的类或结构体），任何对象或成员子对象的大小都必须至少为1，以便能够保证同一类型的不同对象的地址总是不同的。

但是，基类子对象不受如此限制的，且可以从对象布局中完全被优化掉：

|  |
| --- |
| #include <cassert>  struct Base {}; // 空类  struct Derived1 : Base {  int i;  };  int main()  {  //任何空类类型的对象的大小至少为1  [assert](http://en.cppreference.com/w/cpp/error/assert)(sizeof(Base) >= 1);  // 空基优化应用  [assert](http://en.cppreference.com/w/cpp/error/assert)(sizeof(Derived1) == sizeof(int));  } |

如果其中一个空基类也是第一个非静态数据成员的类型或基类型，则禁止空基优化，因为相同类型的两个基子对象需要在最底层派生对象的表示中具有不同的地址。

一个典型的例子就是，std::reverse\_iterator（派生于空基类std::iterator）的简单实现，它将基础iterator（也是派生于std::iterator）作为它的第1个非静态数据成员。

|  |
| --- |
| #include <cassert>  struct Base {}; // 空类  struct Derived1 : Base {  int i;  };  struct Derived2 : Base {  Base c; // Base, 占据1个字节, 之后填充，以满足对齐要求  int i;  };  struct Derived3 : Base {  Derived1 c; // 派生于Base, 占据sizeof(int)个字节  int i;  };  int main()  {  // 空基优化没有应用，Base成员占据1个字节，随后3个字节的填充，以满足对齐要求  assert(sizeof(Derived2) == 2\*sizeof(int));    // 空基优化没有应用,Base成员至少占用1个字节，然后加上填充物以满足第一个成员的对齐要求  assert(sizeof(Derived3) == 3\*sizeof(int));  } |

|  |  |
| --- | --- |
| Empty base optimization is required for StandardLayoutTypes in order to maintain the requirement that the pointer to a standard-layout object, converted using reinterpret\_cast, points to its initial member, which is why one of the requirements for a standard layout type is "has no base classes with non-static data members and has no base classes of the same type as the first non-static data member". | C++11之后 |

StandardLayoutTypes需要空基优化才能保持指向使用reinterpret\_cast转换的标准布局对象的指针指向其初始成员的要求，这就是为什么标准布局类型的其中一项要求是“没有基础”包含非静态数据成员的类，并且没有与第一个非静态数据成员相同类型的基类“。

## 12.7 plmpl

1. trap representation: 缺陷位 [↑](#footnote-ref-1)
2. 非正式得说，如果一个对象，它的值可以使用它的地址或者引用进行读（除非是编译时常量）或写，那么它是odr-used的。如果一个引用，它被使用且引用体在编译的时候不被知道，那么它也是odr-used的。如果一个函数，被调用或者取其地址，那么它也是odr-used的。如果对象、引用或函数是odr-used，那么程序中的某一处必定存在它的定义；如果违反，将会发生一个链接时错误。 [↑](#footnote-ref-2)